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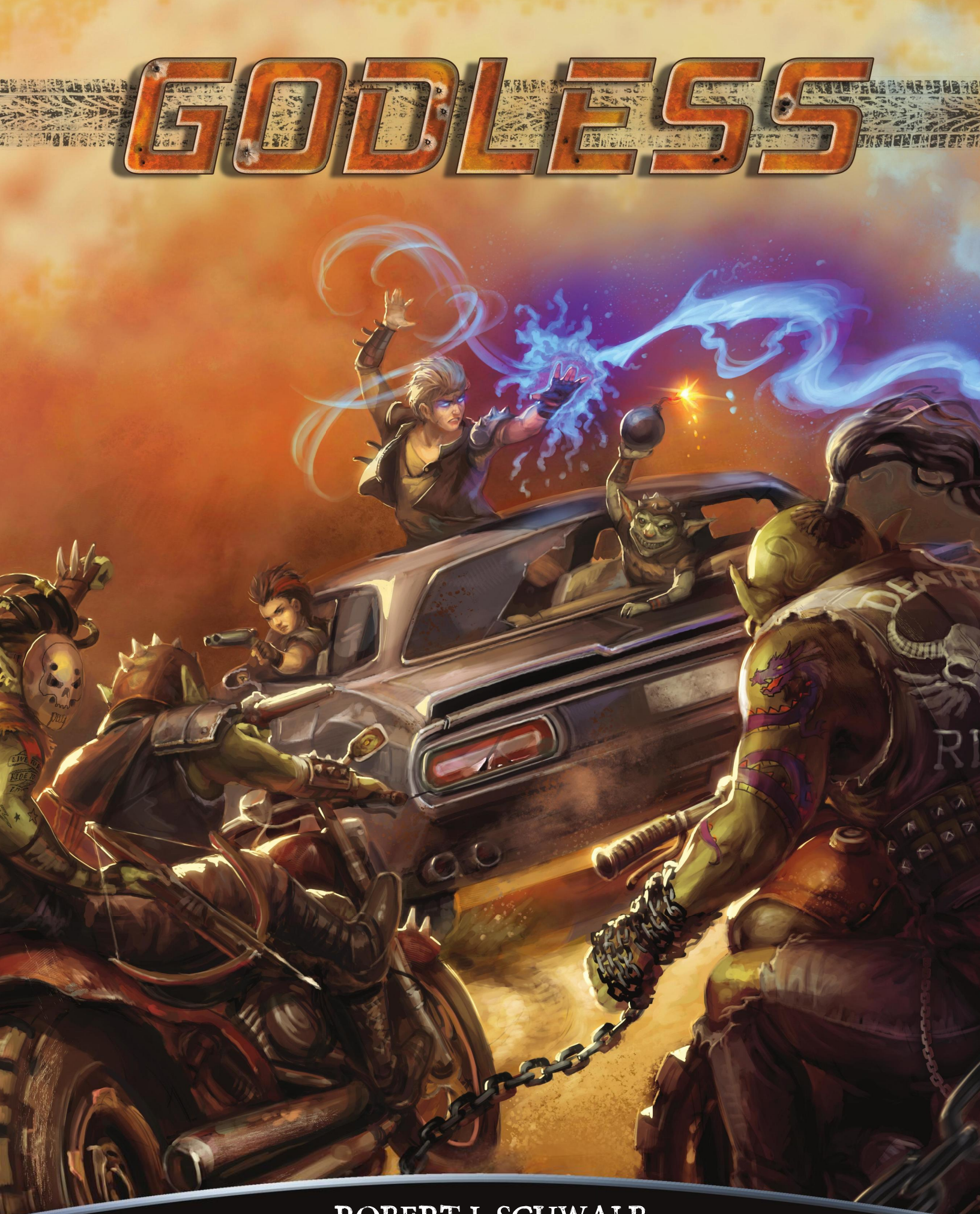

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A Shadow of the Demon Lord Supplement

GODLESS

Adventures in a World of Fire and Blood

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Introduction

Everyone thought the Cataclysm was the worst thing to happen to the planet. The catastrophic event wiped out much of humanity and devastated the environment, and the few survivors faced an uncertain future. The worst was yet to come, however, for the Cataclysm drew an eye from afar, a dread presence from beyond reality whose sole purpose is to unmake the made and snuff out all life. The Demon Lord's shadow has fallen over the ashes of the old world, and the end is truly about to begin.

Welcome to *Godless: A World in Fire and Blood*! This supplement offers an entirely new way to play *Shadow of the Demon Lord,* giving you everything you need to tell stories and create characters in a distorted future of our own world. Using the rules in this book, the players assume the roles of desperate survivors picking their way through the rubble of civilization and fighting for their lives against bloodthirsty warlords, degenerate mutants, rapacious biker gangs, horrid monsters, and of course, demons.

Since *Godless* takes place on Earth, you should have at least a passing familiarity with the world. Rather than provide exhaustive detail about various locations and peoples, this book offers tools to reshape the planet in whatever way you choose to tell thrilling tales set in the last days of our world.

To use this supplement, you need a copy of *Shadow of the Demon Lord.* As well, though it's not strictly necessary, having the *Demon Lord's Companion* enhances this product.

The World of Fire and Blood

The World of Fire and Blood takes place in a darkly twisted version of our world in the not-so-distant future. You know this world. There are seven continents, four oceans, stars in the sky, a sun that rises in the east and sets in the west, and a moon, albeit shattered. But there are some striking differences too. Civilization has died and the old nation-states are no more, having been replaced by tiny baronies and duchies ruled by tyrannical warlords. The ruined environment caused the global population to sharply decline until only a fraction of its original number remains. The constant struggle to survive stripped away the humanity of those left, leaving them broken and unhinged. Finally, the incredible upheaval attracted the Demon Lord's attention. As the boundaries with the Void weaken and fracture, strange energies have spread across the world, transforming ordinary creatures into monsters and offering new and terrible power to those with the minds and resolve to master it.

The Fall

The Demon Lord's shadow might never have fallen on Earth had it not been for the calamitous event that forever altered history's course. Called the Cataclysm by the few people who remember it or who learned about it, the exact nature of that event can be anything from nuclear war to an alien invasion. It could have been triggered by a biological crisis—such as one that caused the dead to rise—or might have resulted from a collision with a massive asteroid.

Magic and Monsters

The Demon Lord's shadow has dragged the world further from how we know it in two main ways. First, demonic influence affected shocking transformations in living things the world over. Ordinary animals have become monstrous, violent, and unpredictable. People were warped into strange and unusual forms, creating entirely new branches to the tree of humanity, many of which are inimical to those who were unchanged. Such beings have acquired names from mythology, so that now dragons wing through the skies and gangs of orcs roam the wastelands on motorcycles, speeding down the highways in search of plunder and sport.

In addition, demonic energies now suffuse the world, giving people the ability to alter reality by word and will—magic. Such power might result from mutations in the flesh, harnessing of mental ability, or weird technology that should not work but somehow does. People have begun to uncover ways of using magic to do the impossible, from hurling balls of fire to enslaving other creatures by reaching into their minds.

The Wretched and Unclean

In *Godless,* the players assume the roles of embattled survivors in a world gone mad. As with *Shadow,* each player creates and controls a character who belongs to a group formed by common hardship,

experience, or cause. Together they make their way across a blasted landscape, scouring the ruins for useful materials, contending with disease, radiation, and scarcity, all while battling the strange inhabitants of this lost Earth. *Godless* is fully compatible with *Shadow of the Demon Lord,* so characters made for this setting have access to all the ancestries, paths, traditions, and spells from the main rulebook and other supplements. Of course, not everything will fit seamlessly, and that's where this book comes in: to help the GM and players adapt content from the main game for use in this ruined world.

This supplement also includes new character options such as variant ancestries and backgrounds, new paths, and new spells. You'll find an expanded set of vehicle rules to resolve harrowing battles fought on the highways and byways of the old world, as well as rules for scavenging and tinkering. Finally, this book offers plenty of GM guidance to help groups navigate through the many perils of the World of Fire and Blood.

The Basics

There are certain things everyone knows about the world.

The Environment is Devastated: The Cataclysm wrecked the worldwide ecosystem. Temperatures soared and polar ice melted into the oceans. The sea levels rose by over 200 feet, which drowned the coastal cities and caused widespread flooding all over the planet. The climate changes also spawned monster storms that battered some places and elsewhere created droughts that have lasted decades, turning verdant expanses into wastes.

Resources are Scarce: No one remembers abundance. Water, food, fuel, and other vital materials have become hard to find and are thus in high demand. People fight for a few drops of water or a can of beets, and risk encountering all kinds of awful things in the ruined world to get their hands on the resources they need. Nowadays, these necessities have replaced the currency of the world before.

Everyone is Insane: Society has collapsed, the laws forgotten. Decorum is dead and survival is supreme. People put their own interests ahead of any other consideration, trusting no one. They do what they must to get through the day: stealing, maiming, killing, or bargaining with horrific powers. As a result, people tend to be a bit . . . off. They cling to weird beliefs, display strange mannerisms, make odd noises, and see things that aren't there.

Nothing Is As It Seems: The changes to reality have imbued certain people with magnificent power, which is not always obvious. A filthy child could have the ability to level cities, while an attractive man walking through the shadows of a ruined city might be a vampire. Demons hide in mortal bodies, using them to work wickedness in the world, while the gates to Hell have been thrown open to tempt mortals and drag their souls screaming into the fires of perdition. Most beings conceal what advantages they might have or hide their weaknesses.

Relics Linger from the Old World: The cities might be shattered, the lands torn apart, and civilization reduced to dust, but wonders of the old world remain. Scavengers sort through the rubbish for useful treasures. Guns, ammunition, vehicles, and more all wait to be rediscovered and put to use. Some items realize their potential only when combined with other bits of salvaged materials.. And then there are the true relics, objects imbued with magical power that can be bent to serve those who find them—or tempt them to their own destruction.

People Hold Strange Beliefs: As one might expect, the Cataclysm was seen as an apocalyptic event foretold in the holy books. Rather than redemption or a great kingdom of God, though, the survivors found only hardship, want, and anguish. No angels descended to save the faithful, no glorious crusade against the heretic and non-believer ever happened. People of faith suffered right alongside those who didn't believe.

In recent years, people have come to follow new gods and strange religions, adopting bizarre practices to honor whatever powers they serve. Often, these beliefs are hatched from broken minds and are as dangerous as the things they purport to fight.

Terrible Things Walk the World: The Cataclysm drastically changed the planet and the creatures living in it. These changes were magnified by the magical energies released through the fissures forming at reality's edge. Now, demons run wild and prey on people in the few remaining settlements. Ordinary animals have mutated, gaining a slew of strange and deadly weapons. The dead rise from their graves, and spirits wander the lands. All these monstrous threats make any foray into the ruins of the old world perilous.

The Shadow of the Demon Lord has Fallen: The Demon Lord approaches, and where its shadow falls, upheaval and chaos reign. The Black Sun is the default for the World of Fire and Blood (*Shadow*, page 196), but you can use any shadow effect to describe the Demon Lord's influence.

Chapter 1: Freaks, Outcasts, Survivors, and Sons of Bitches

A builder assembles wonders from the scraps from the world before. The mind of an awakened is tormented by newfound psychic powers. A survivor drifts from place to place, always getting tangled up in the problems of people she meets along the way: You can play these characters and more using the rules in this book. As with any character in *Shadow of the Demon Lord,* you might play a hero, a villain, or something in between. Your character belongs to a group, each member equally important to the overall story, so whatever you play should fit comfortably inside that ensemble cast.

This chapter uses all the same rules for character creation set out in *Shadow,* but the nature of the setting necessitates the introduction of new concepts, replacement tables, and new lore to make sure these characters fit into the world and can face down the challenges it poses. One of the biggest changes from *Shadow* is the expectation that most people, if not all, will be human. Other ancestries might be available, but the decision to include them rests with the GM. If your campaign uses other ancestries, this chapter also provides some guidance about how to fit them into the game.

In addition, you will find new professions, interesting things, religions, and starting gear to replace those entries in the core rulebook. This chapter also presents guidance for adapting the four novice paths and supports the setting with a selection of new expert and master paths. Finally, there are several new setting-appropriate spells. Everything here supplements information found in the main rulebook and other supplements, all of which are available for play in this setting (at the GM's discretion). So, you

might create a dwarf builder who starts as a rogue, becomes a fighter, and then ends as a pyromaniac. You could be a human freak who starts as a magician, becomes a road warrior, and finishes the campaign as a daredevil. For more information on creating characters, be sure to review *Shadow,* **chapter 1.**

Stories

Characters in the World of Fire and Blood have endured much hardship and struggle before the game even begins. The stories of their past inform how they fit into the present and give guidance about how they might develop as the campaign unfolds. The first step in creating a character for the *Godless* setting is to choose a story. You can pick any one from the following table or roll a d20 and find the result below.

Story

d20	Story	d20	Story
1–2	Awakened	11–12	Parasite
3–4	Builder	13–14	Psycho
5–6	Deluded	15–16	Savage
7–8	Freak	17–18	Scavenger
9–10	Genius	19–20	Wanderer

Awakened

You were odd as a child, displaying unusual capabilities that set you apart from other folk. You are one of the awakened, a new breed of people born with the innate ability to harness magical energy. Your gift (or curse) made your life difficult; people fear and distrust you for the power you command.

Professions Gain two random professions.
Magical Discovery You discover one tradition of magic.
Sorcerous Mark You have some outward sign of your magical talent that you cannot hide. It might be a rune or glyph, one or more horns, an enlarged or missing facial feature, or something else that you choose.

Builder

Whether from books, instruction, or experimentation, you have managed to recover some of the lore of the old world, which helps you assemble useful items from the rubbish you scrounge. You are usually dirty, covered in grease, and jangling with tools and spare parts, but you have a keen mind and a deft hand when it comes to putting parts together in interesting ways. You probably left your home in search of new salvage, having exhausted your stores.

Professions Gain one profession from the **Wisdom** table and one random profession.
Knack for Tools You make challenge rolls to create items with 1 boon.
Tools You start the game with a tool kit.

Deluded

A rash of new religions appeared following the Cataclysm. Dismayed by the false promises in their holy books, people invented their own faiths—some new interpretations of the old, others invented from whole cloth. You follow one of these new religions and are called deluded because you cling to your faith in the face of the indifference of the cosmos.

For information on religions in the World of Fire and Blood, see the description of the priest later in this chapter.

Professions Gain one profession from the **Fanatic** table and one random profession.
Strong Beliefs When you would make a challenge roll, you can choose to make that roll with 3 boons. Once you do so, you cannot use this talent again until you complete a rest.
Righteous Your faith guides you through a world of unrest and uncertainty. After you complete a rest, you must spend 1 hour in prayer. Until you do so, you are impaired.

Freak

Many people bear the marks of the coming apocalypse, wrought in the flesh by the influence of the Void. Called freaks, these wretched and unclean people wander the world, burdened by the mutations in their flesh and minds. Many freaks gather into tribes, while others, especially those born to "normal" parents, must fend for themselves.

Professions Gain two random professions.
Upsetting Visage Your unusual appearance unsettles others. You make attack rolls with 1 boon in social situations to threaten or intimidate, but with 1 bane in such situations to befriend, convince, or seduce.
Mutation You begin the game with one mutation. Roll on the **Mutation** table.

Mutation

d6	Mutation
1–2	Roll on the Mutations table in *Shadow,* page 198 (or *The Hunger in the Void,* page 18)
3–6	Minor cosmetic mutation, such as unusual skin, hair, or eye color

Genius

You spent your life with your head buried in the past. Your focus on old things fills your brain with all sorts of trivia and, perhaps, some useful knowledge as well, but you are unprepared for the harsh realities of the existence to which you were born. You might have enjoyed unusual security growing up, which freed you to study, or you could just have a knack for learning.

Languages You add another language to the list of those you can speak, or you read and write one language you know.
Professions Gain two professions from the **Wisdom** table.
Knowledgeable You make Intellect challenge rolls with 1 boon.
Uncharismatic You make attack rolls in social situations with 2 banes.

Parasite

You live off the efforts of others, taking without offering anything in return. You might have been part of a gang, roaming the wastes in search of plunder, or you could have been a survivor in one of the big ruins, siphoning off whatever you could.

Professions Gain one profession from the **Scumbag** table and one random profession.
Sneaky You make challenge rolls with 1 boon to hide or move silently.
Untrustworthy You make attack rolls with 1 bane in social situations to befriend, convince, or seduce.
Brand You were caught stealing and for your crime, your captors branded you on the face or hand. This mark identifies you to others as a criminal.

Psycho

You learned long ago just how cheap life can be in the World of Fire and Blood. You kill without mercy and without remorse. In this new reality, only the strong survive by taking from the weak. You might have killed for the entertainment of others in the fighting pits of some settlement, raided as a bloodthirsty brigand, or made your way in the world as a pragmatic survivor.

Characteristics Start with 1d3 Insanity.
Professions Gain one profession from the **Killer** table and one random profession.
Violent You gain a +1 bonus to all damage rolls.

Savage

Civilization's collapse left everyone to fend for themselves. Many people abandoned the old ways of doing things, becoming savage in their efforts to survive. You grew up among barbaric tribes, either born to the community or adopted by it. You lack social graces and come off as brutish and aggressive.

Characteristics Increase your Health by 3.
Professions Gain one profession from the **Savage** table and one random profession.
Feat of Strength When you would make a Strength attack roll or challenge roll, you can make that roll with 2 boons. Once you have done so, you cannot use this talent again until after you complete a rest.
Brutish You make attack rolls with 1 bane in social situations to befriend, convince, or seduce.
Armed to the Teeth You start with a spear and light armor.

Scavenger

Beneath all the dirt and dust hide the relics of the old world, and you know just where to look for them. You survive by recovering these bits of the past, trading them for what you need to live.

Professions Gain two random professions.
Picker When you recover salvage, you increase the number of pieces by one (see "Gear" in **chapter 2**).
Salvage You start the game with three pieces of salvage of whatever kind you choose—batteries, electrical, food, fuel, mechanical, medicine, or water.

Wanderer

You can't stay in one place for long. A drifter, you move from place to place, never settling down. Maybe you're running from something—your past or an enemy. Or you could be looking for meaning in a strange and violent land. Either way, you won't be tied down.

Characteristics Increase your Speed by 2.
Professions Gain one profession from the **Savage** table and one random profession.
Forager You make challenge rolls to find food and water with 1 boon.
Languages You add another language to the list of those you can speak.

Ancestries

The Cataclysm fractured humanity into many different peoples, separated not just by appearance, but also by anatomy. The crisis afflicting the planet combined with the fraying of reality triggered profound changes in many survivors. As the world drifts deeper and deeper into the Demon Lord's shadow, these differences have become more pronounced. Now the world is home to many kinds of folk, nearly all of which claim descent from humans.

The most common ancestries in the World of Fire and Blood are described here, all of which are adaptations of those ancestries introduced in the main rulebook. Each entry describes changes to the story and mechanics necessary to fit that ancestry into the setting. When creating a character, ignore your ancestry's Religion table (if any) and use the Background tables included here in place of those presented in *Shadow*. In addition, for all ancestries described here except the transcendent, use the **Human Age** table (*Shadow*, page 12) in place of the normal ancestry Age table.

Languages

The languages of the World of Fire and Blood are much the same as the ones spoken in our own world. No language, though, has gone unscathed. Regional dialects have become more pronounced, so people from one area might have difficulty communicating with someone from another distant region, even if they both speak a common language—English, Spanish, Chinese, or something else.

Characters generally speak their regional language, which could be descended from any of those so-called Old Tongues. The more scholarly might also be able to read and understand one of those ancient languages.

Humans

Although the world and its inhabitants have changed, humans remain the dominant people. They can be found in almost any land, whether alone, in small groups, or in struggling communities. Human appearance has become even more varied, and many humans display unusual skin, hair, and eye color.

If you create a human character, you speak the dominant regional language instead of the Common Tongue.

Godless Human Background

d20	Background
1	You did something stupid, and people died as a result. You start the game with 1d3 Insanity.
2	A demon jumped into your body and made you do all kinds of terrible things. It left, but it stained your soul. You start the game with 1 Corruption.
3	You were a member of a vicious warlord's harem for 1d6 years before escaping.
4	You found religion! (Or you thought you did.) After everyone else in the cult drank poison and died, you realized the whole religion thing wasn't for you. You start the game with 1d3 – 1 Insanity and 1d3 – 2 Corruption (minimum 0 for both).
5	You contracted a disease that sometimes flares up and causes you to experience flu-like symptoms.
6	You killed someone for their boots, only to find they never quite fit right. You start the game with 1 Corruption and a pair of ill-fitting boots.
7	A giant beast swallowed you whole, but you managed to escape in its bowel movement.
8	You picked a fight with the wrong person. After a good beating, you escaped, leaving a few teeth and a finger behind.
9	You abandoned someone you loved. You might feel bad about it or not.
10	You survived by scavenging through the wreckage of the old world.
11	You fell in love. Roll a d6. On a 1, the love was not reciprocated and you killed the person out of anger. You start the game with 1 Corruption. On a 2–5, the relationship lasted for a while and then ended because your lover was eaten or murdered, ran off with another person, or disappeared. On a 6, the relationship is ongoing and might be healthy or not.
12	You got pregnant or impregnated someone. Roll a d6. On a 1, a monster ate the child. On a 2–5, you have no idea what became of your offspring. On a 6, the child is with you still.
13	You have traveled the land a bit and picked up a regional language from a place of the GM's choosing.
14	You got book learning! You know how to speak, read, and write an Old Tongue.
15	An overprotective mother kept you locked in a cellar for your entire childhood. You escaped after she died.
16	You saved someone's life. Roll a d6. On a 1, the person died a few days later. On a 2–5, he or she was nobody special, and you did not stay in touch. On a 6, the person was important and owes you a favor.
17	You saved your community from monsters or some other disaster. You are a hero to your people.
18	You found something! You start the game with an extra interesting thing.
19	You found a cache of canned goods 1d3 days away from where you live. You haven't told anyone yet, but you've been enjoying the beets.
20	You found some valuable salvage and start the game with 1d6 gc.

Changeling

Among the strangest of the new strains of humanity are the changelings. These weird people have been hideously transformed into mostly featureless humanoids, their flesh taking on the appearance of wood, mud, lichen, and stone. Changelings can, however, adopt the forms of other human-shaped creatures they can see. This ability lets them blend into whatever human community they find.

Changelings are feared, for they can become anyone, and many use their talents to work mischief or to cover the theft of vital resources. For this reason, changelings keep their natures secret whenever possible and go to great lengths to ensure the truth never gets out.

If you create a changeling character, apply all of the following changes to your ancestry.

- You speak your regional language instead of the Common Tongue.
- You lose the Shadowsight and Iron Vulnerability traits.

Godless Changeling Background

d20	Background
1	A human family found and adopted you. Roll a d6. On a 1, they hated and abused you. On a 2–5, they made you work for your keep. On a 6, they loved you, maybe a little too much.
2	You adopted a human form and stayed in that form for so long you have forgotten what you truly are.
3	A monstrous hag captured you and made you her slave, forcing you to perform unspeakable acts for her amusement. You start with 1 Insanity and 1 Corruption.
4	Each time you stole someone's identity, you killed the target so you could become that person. You start the game with 1 Corruption.
5	You infiltrated a human settlement but were soon after discovered. You barely escaped.
6	You ran away from your tribe, hoping to find a better life elsewhere. You fear they hunt you still.
7	You angered an orc biker gang. They range about the area where you live, looking to settle the score.
8	You adopted a human form and used it to get close to a young man or woman. When you revealed your true nature, you were rejected and chased away. You now hate your former paramour and plot to kill that person.
9	The first time you stole someone's form, you gained a few of their memories. You can't tell if they are your own or theirs.
10	You survived by scavenging through the wreckage of the old world.
11	Someone fell in love with you. Roll a d6. On a 1, you despise this person and use your talent to treat them badly. On a 2–5, you exploit the person's love for as long as it suits you. On a 6, you love this person and fear what would happen if they learned the truth about you.
12	A freakish hermit took you in and gave you shelter. You always have a home with this character.
13	You were a powerful wizard's henchman for a time. You ran off, stealing something you thought was important but that turned out to be junk. You start the game with an extra interesting thing.
14	You learned to read. You can now read and write one language of your choice.
15	You discovered a terrible secret while masquerading as someone else. Work out the secret's details with the GM.
16	When you were a baby, a human family found and raised you. They gave you so much love, you hated to murder them in their sleep for stealing you. You start the game with 1 Corruption.
17	Your tribe exiled you. You have led a sad and lonely life.
18	You adopted the form of a vicious warlord to gain access to his or her harem.
19	You have criminal contacts in the ruins of a large city.
20	You found some valuable salvage and start the game with 1d6 gc.

Dwarf

Some humans fled underground to escape the Cataclysm and remained there in the years that followed. They emerged greatly changed. Generations spent underground left the people short of stature, pale, and uncomfortable in lit areas. Their eyesight sharpened until they could see in the dark. And through subsisting on whatever they could scavenge, they became hardy and durable.

The dwarfs have recently returned to the surface world, having been driven out from their grottos and caverns by terrors from the depths. Called molemen, diggers, grubbers, and worse, they have found the surface unwelcoming and toxic, filled with despicable people and dangers as bad as any they faced beneath the surface. Some dwarfs have sought new homes underground, but many remain up top, the lure of technological wonders too strong to resist.

If you create a dwarf character, apply the following changes to your ancestry.

- You speak your regional language instead of the Common Tongue.
- Replace the Hated Creature talent with Monstrous Hatred:

Monstrous Hatred Your hatred grants you 1 boon on attack rolls you make against creatures with the monster descriptor.

Godless Dwarf Background

d20	Background
1	Hoping to secure fabulous wealth, you sold your soul to a devil. The devil betrayed you and left you penniless. You start the game with 1 Corruption.
2	You once lived in an underground complex. You became lost and haven't been able to find your way home.
3	You once killed someone for salvage. You start the game with 1 Corruption.
4	You spent a few years robbing travelers. You start the game with 1 Corruption.
5	A monster ate someone close to you. You tracked it down and nearly died fighting it. You believe the monster is still out there, somewhere.
6	Your people threw you out after catching you in a shameful act. You've been forced to live among others.
7	A monster ambushed you and dragged you to its cave. You managed to escape before being eaten.
8	Monsters overran your community. You are the sole survivor.
9	You were mining and accidentally caused a cave-in that killed everyone in your crew.
10	You survived by scavenging through the wreckage of the old world.
11	You pledged your life to serve the leader of your clan.
12	You can make pretty things out of rock.
13	You discovered a cache of salvage in the ruins. Only you know where it is, and you're afraid to share the knowledge of it with others.
14	You found a weapon of the GM's choice.
15	You traveled extensively. Add another language to the list of those you can speak.
16	You hunted down and killed a monster.
17	You performed some great deed and became a hero to your clan.
18	You found a key. You believe it opens something important.
19	You spotted orc raiders and warned a human community. You are always welcome there.
20	You found some valuable salvage and start the game with 1d6 gc.

Goblin

Not everyone fled the ruin wrought by the Cataclysm; some embraced the chaos. Warped by strange energies, these people became a degenerate and wretched breed of mutants known as goblins. They live in the worst places, thriving in the filth and squalor of the ruins. Life in the toxic wastes causes a wide range of physical and mental abnormalities and no two goblins are alike, sporting bizarre growths, extra digits, patterns in their skin, and widespread madness.

Goblins find few friends among the other peoples living in the shattered lands. Most communities prohibit their entry, believing them to be thieves, murderers, and worse. Although this is an unfair generalization, since some goblins are no worse than anyone else, it is true that most have become feral and form dangerous mobs that rob, enslave, and eat anyone they can catch.

If you create a goblin character, apply the following changes to your ancestry.

- You speak your regional language instead of the Common Tongue.
- You make challenge rolls to resist radiation sickness with 1 boon. (See "Radiation in **chapter 4**.)
- You lose Iron Vulnerability.

Godless Goblin Background

d20	Background
1	You spent 1d6 years in a drunken stupor.
2	Strange magic turned you into a toad. You were freed when a young man or woman gave you a kiss. When you transformed, your liberator started screaming, so you killed the person to keep them quiet. You keep a few of the body parts as mementos and start the game with 1 Corruption.
3	Through negligence, you got your entire tribe killed.
4	You were orphaned and raised by the cockroach people known as inheritors (see **chapter 4**).
5	You gleefully released a demon into the world. You start the game with 1 Corruption.
6	You spent two days believing you were a fancy man or woman. You start the game with 1 Insanity and an obsession with cleanliness.
7	You caught a passing ogre's eye and fell in love. The torrid romance ended in tragedy.

8	Dwarfs, orcs, humans, or some other people nearly wiped out your tribe.
9	You once thought you saw a pretty face in the water and nearly drowned trying to kiss it.
10	You survived by scavenging through the wreckage of the old world.
11	Choose a character. You believe he or she saved your life, is a long-lost sibling, or is a god. You will follow that character to the ends of the earth.
12	You spent a few years stealing mutated livestock.
13	You traveled extensively. Add another language to the list of those you can speak.
14	You stole something from a stranger. Start the game with an extra piece of salvage.
15	You once explored the irradiated ruins. Gain an extra mutation (see *Shadow,* page 198 or *The Hunger in the Void,* page 18).
16	You found an old bakery filled with moldy cupcakes. You ate one hundred of them and keep the wrappers in a bag.
17	You served as a henchman to a powerful individual. It was good work while it lasted.
18	You pried a wedding ring off a dead bride or groom you found in a ruined town.
19	You spent a few years selling land to gullible humans.
20	You found some valuable salvage and start the game with 1d6 gc.

Orc

People fleeing the rising waters, the ruined cities, and the monstrous hordes found themselves in the disintegrating countryside, with little on which to live. Survival meant having to do things few would have dreamed of doing in their old life, including murder, theft, and enslaving weaker people. Such acts, combined with the harshness of the wilderness, set those survivors apart from other humans to become orcs, monstrous villains feared all across the wastes.

Orcs still resemble humans but are bigger, stronger, and tougher. Most have brutish features with pronounced teeth; some even have tusks. Gray is the dominant skin color, though most orcs sport blotches, sores, and numerous scars.

Orcs see themselves as the rightful heirs of the Earth. The soft and decadent ways of the old world are gone. Now is the time for the strong. Few orcs break from their fellows, but those who do still have enough humanity left to find empathy for the victims of their people's abuses and might take up arms to do the right thing.

Godless Orc Background

d20	Background
1	You killed a lot of people. You start the game with 2 Corruption.
2	You were part of a gang and terrorized the crumbling highways with your fellows.
3	You fought in the bloody pits of some ruined city. You earned fame, but no fortune.
4	For a time, you fought for a petty warlord.
5	You caught a nasty disease that eventually took your nose and ears.
6	You were chained to an oar, forced to ply the swollen rivers.
7	Your chieftain made you a eunuch after he or she discovered you with a prized concubine, or you were the prized concubine.
8	You fell into a vat of chemicals, which turned your skin the color of old bone.
9	You quit your tribe and spent several years living alone in the wilderness.
10	You survived by scavenging through the wreckage of the old world.
11	You fell in love with a human, but your advances were spurned.
12	You sired or gave birth to 3d6 whelps. You ate half, discarded a quarter, and doted on the rest until they ran away from home.
13	You traveled extensively. Add another language to the list of those you can speak.
14	You crushed your enemies, drove them before you, and listened for, but never heard, any lamentations.
15	You fought bravely for your chieftain and received a nice tattoo as a reward.
16	You saved your chieftain's life.
17	A human saved your life. You now feel guilty for murdering so many people.
18	You found a weapon of the GM's choice.
19	You have weird dreams filled with blood and carnage. You start the game with 1 Insanity.
20	You found some valuable salvage and start the game with 1d6 gc.

Transcendent

Before the Cataclysm, civilization achieved numerous technological, medical, and social advances, and seemed about to become a utopia. These achievements had solved the energy crisis, cured the worst diseases, ended hunger and thirst, and brought peace (more or less) to the world. Yet in the aftermath of the disaster, every achievement fell away, lost in the carnage.

Sensing the imminent end, the rich and powerful sought to transcend the needs of the body so they could survive the apocalypse. They transferred their minds into machines, safeguarding their consciousness so they would live, in a way, beyond their normal life spans and perhaps rebuild the world into something greater than it was. They hoped to wait out the Catastrophe safely ensconced in a digital format, but it was not to be. Failures in hardware and in security meant many of their kind were lost or damaged. The survivors hastily uploaded their minds into ambulant computers shaped like people and set out to find new havens for themselves.

Called the transcendent, these mechanical people have been wandering the world for some time and have suffered as a result. They are forced to repair their failing bodies with whatever they can find. Some just ran out of energy, their minds forever trapped in the darkness of the machine's memory banks. Others went mad, unable to adapt to their new forms. But a few still work, still fight, and still hope to salvage something of the past for a brighter future of their own making.

Transcendents take the place of the clockwork ancestry in the *Godless* setting, to better reflect the technological achievements of the previous age.

Creating a Transcendent

Starting Attribute Scores Strength 9, Agility 8, Intellect 9, Will 9
Perception equals your Intellect score
Defense 13
Health equals your Strength score
Healing Rate equals one-quarter your Health
Size 1, **Speed** 8, **Power** 0
0 **Damage**, 0 **Insanity**, 0 **Corruption**
Languages You speak your regional language and any one Old Tongue.
Immune damage from disease and poison; asleep, diseased, fatigued, poisoned
Power Pack You can be a creature or an object. You have a power pack on your body in a place you cannot reach. Winding the attached crank charges up the power pack. While charged, you count as a creature and use your normal statistics. If the power pack runs out of energy, you become an object and use the statistics below in place of your normal statistics (your Health becomes the object starting number). Your power pack runs out of energy when you become incapacitated or at the end of any round in which you got a 0 or lower on an attack roll or challenge roll. Any damage taken in excess of your Health applies to your Health in your object form. If you take damage equal to the Health of your object form while in that form, you are destroyed.

OBJECT FORM

Size as your creature form

Perception —
Defense 5; **Health** 15
Strength 0 (–10), **Agility** 0 (–10), **Intellect** —, **Will** —
Speed 0
Immune attack rolls against Intellect, Will, or Perception; attacks that allow challenge rolls to resist using Intellect, Will, or Perception
Suppressed Afflictions Any afflictions you had when you became an object have no effect for as long as you remain an object. However, rounds spent in object form count against the duration of those afflictions.
Object You cannot use actions or triggered actions and you cannot move. You are completely insensate.
Failing Systems If you became an object from becoming incapacitated, your systems begin to fail. At the end of each round, roll a d6.
6: The system failure stops and you are no longer incapacitated. You remain an object until another creature uses an action to restore power to you (see **Restore Power** below).
2–5: System failure. If you get this result three times, you suffer catastrophic system failure and your memory is wiped. You remain an object permanently.
1: Explosion! You explode in a 1d6 yard radius from a point in your space. You are destroyed and everything in the area takes 2d6 damage. A creature that gets a success on an Agility challenge roll takes half the damage.
Restore Power While you are an object, any creature that can reach you can use an action to wind your crank. If you are not incapacitated, you power up and become a creature at the end of the round. If you are incapacitated, roll a d6. On a 3 or lower, you remain incapacitated. On a 4 or higher, you heal 1 damage and become a creature at the end of the round.
Repair Damage A creature can use a tool kit and an action to start repairing you. If the creature spends a total of 4 hours working on you, it must make an Intellect challenge roll with 1 bane. On a success, your object form heals 1d6 + 1 damage.

Level 4 Expert Transcendent

Characteristics Health +5
You learn one spell or gain the Power Surge talent.
Power Surge You can increase the number of actions you can use on your turn by one. When you finish your turn, roll a d6. If you roll an odd number, you become an object at the end of the round.

Transcendent Mental Age

3d6	Age	3d6	Age
3	Child	13–15	Mature adult
4–5	Adolescent	16–17	Older adult
6–8	Young adult	18	Ancient adult
9–12	Adult		

Transcendent Body Shape

d6	Body Shape
1	You are small and winged, about 3 feet tall and 50 pounds. Increase your Agility by 2. Reduce your Health to 5 and your Size to 1/2. You can move by flying, but you must land at the end of your movement or fall.
2	You are small and humanoid-shaped, about 4 feet tall and 75 pounds. Increase your Agility or Intellect by 2, but reduce your Size to 1/2.
3	You are small and spider-like with functional hands, about 2 feet tall, 4 feet in diameter, and weighing 50 pounds. Increase your Agility by 2, but reduce your Size to 1/2. You ignore the effects of difficult terrain when climbing.
4	You have a humanoid-shape, about 6 feet tall and 300 pounds. Increase one attribute by 2.
5	You have a quadruped shape, about 4 feet long, 3 feet high at the shoulder, and weighing 200 pounds. Your forelegs end in functional hands. Increase any two different attributes by 1 and your Speed by 4.
6	You are large and humanoid-shaped, about 12 feet tall and 1,000 pounds. Increase your Strength by 2 and your Size to 2, but reduce your Speed by 2 and your Intellect and Will by 1 each.

Transcendent Appearance

3d6	Appearance
3	Extensive damage to your original body forced you to make replacement parts from whatever you could find. You look like a walking pile of junk.
4–5	You have a crude, ill-formed body that occasionally throws sparks or makes strange clunking noises. Everything is where it's supposed to be, but your inner mechanisms are exposed and show signs of damage.
6–8	You have a basic, mechanical body made from crude metals. Most of your inner workings are exposed and you have a blank faceplate.
9–12	Your body is made from lightweight metals, and a thin exoskeleton protects your inner workings. Your faceplate has human facial features, though only your mechanical eyes move.
13–15	Your body is made from fine, strong, and lightweight metals. A painted exoskeleton covers your inner mechanisms. A rubber-and-plastic plate gives you an almost human face capable of expressing a range of emotions.
16–17	Your body is made from strong and exotic materials to guard your inner workings. You have a faceplate made of synthetic skin, which lets you convey a full range of emotions. In fact, when you cover your body with clothing, you can pass for a human.
18	You have a metal skeleton covered in synthetic skin, letting you pass for human even unclothed. The skin self-repairs wounds, healing at the same rate as that of a human.

Transcendent Personality

3d6	Personality
3	Your personality has decayed to the point that you have lost your humanity. You embrace your machine nature, becoming cold and mechanical, and lack empathy for living things.
4–5	You fear losing your mind and do whatever you must to safeguard the person locked inside this mechanical body.
6–8	You see yourself as the next evolutionary step for humanity, the perfect merging of flesh and machine.
9–12	You try to get by, just like everyone else in this hellish place.
13–15	You see yourself as an abomination that's less than human. You pine for the life you lost and tend to be quiet around living people.
16–17	You locked your mind in the machine to survive the Cataclysm and now work to undo the worst of its effects. You fight for the good of all.
18	You suffered extensive damage to your memory banks and remember little about your old life. You search for meaning in this desolate world

Transcendent Background

d20	Background
1	In life, you were a very bad person and probably should have been in jail. You start the game with 1 Corruption.
2	Your mind did not adapt well to its new circumstances. You start the game with 1d6 Insanity.
3	You lost power and were inert for 1d20 years until someone cranked you back up.
4	You are the second mind to inhabit this body, having flushed the first to make room. You have no idea what happened to your original body.
5	Your wandering stirred up trouble for a small community, which was erased by fire, plague, or monsters.
6	Goblins captured you and harvested many important bits from your body. You managed to replace the parts with scraps, but you look like you are about to fall to pieces.
7	Thieves stole your body after you powered down and gave you a terrible paint job. You have regained power, but you look ridiculous.
8	You were struck by lightning and lost all memory of your former life.
9	You fell off a boat and spent two years walking to shore.
10	You survived by scavenging through the wreckage of the old world.
11	Choose another character. That character cranked you back up, and you feel you owe him or her a debt.
12	You escaped the vault where you were made with 1d6 other clockworks. You were forced to kill them all for spare parts and are now the last survivor. You start the game with 1 Corruption.
13	You spent time among a different people. Add another language to the list of those you can speak.
14	You remember how to make works on paper. You can read and write the language you know.
15	Vandals set you on fire. You survived, but your body is charred.
16	Orcs captured you and used you as their banner for 1d3 years. You suffered terribly and start the game with 1d3 Insanity.
17	While you were powered down, a community formed around you. When some foolish child cranked you up, everyone ran away in terror. You monster.
18	You found a cryptic message somewhere in your body. You have no idea what it means.
19	You replaced one of your arms with a hand weapon (see **chapter 2**).
20	You found some valuable salvage and start the game with 1d6 gc.

Other Ancestries

Supplements to the main rulebook greatly expand the ancestry options. From devil-blooded cambions in *Exquisite Agony* to jotun from *A Glorious Death* who claim the blood of giants flow through their veins, each ancestry broadens the kinds of stories you might tell and reveals more about the worlds in which they live. All those ancestries presented outside the main rulebool can be used in this setting. However, an ancestry must fit into the world in some way, which you should work out how with your GM. Some suggestions follow.

Mutants: The ancestry could join changelings and dwarfs as a mutant offshoot of humanity. If so, change the ancestry's descriptor to human. If the ancestry was originally a faerie, consider removing the Shadowsight and Iron Vulnerability traits.

Aliens: The universe is a big place, and an event as significant as the Demon Lord's arrival is bound to attract people from other worlds. Members of the ancestry might hail from a distant planet, having crash-landed on Earth or traveled there via a wormhole.

Other Realities: The cracks forming in reality have loosed more than demons into the world. Characters of other ancestries might be survivors of destroyed universes, traveling through the Void seeking new realities, or have fallen through to Earth after some magical mishap.

Professions

All *Godless* characters have two professions gained from their stories. Each profession adds one or more items to your starting gear. The following tables replace those found in the main rulebook.

Godless Profession Types

d6	Profession
1	Roll on the **Fanatic** table
2	Roll on the **Wisdom** table
3	Roll on the **Killer** table
4	Roll on the **Savage** table
5	Roll on the **Scumbag** table
6	Roll on the **Wretched** table

Fanatic

Fanatics cling to belief in higher powers, whether that be the Dead God, the Sky Wizard, or the Flying Spaghetti Monster. For each fanatic profession you have, you start the game with some item related to your faith (such as a medallion, hat, idol, book, or beads).

d6	Profession
1	Anchorite, flagellant, or hermit
2	Evangelist or street preacher
3	Acolyte, devotee, or initiate
4	Cult member
5	Minister to a small congregation
6	Religious soldier such as a crusader

Wisdom

Wisdoms are people who know a lot about particular subjects. The following table offers some available occupations. For each wisdom profession you have, you have a book related to your area of expertise, whether you can read or not.

d20	Profession
1	Architect
2	Engineer
3	Lawyer
4	Politician
5	Astronomer
6	Historian
7	Geographer
8	Writer or poet
9	Philosopher
10	Theologian
11	Critic
12	Doctor or veterinarian
13	Naturalist
14	Occultist
15	Biologist
16	Military scientist
17	Chemist
18	Physicist
19	Computer scientist, programmer, software engineer
20	Scientist in an area of your choosing

Killer

Killers kill people. If you have at least one killer profession, you start the game with an appropriate uniform—combat fatigues, denim with a patch, a police uniform—and a firearm with a full magazine. If you gain a second killer profession, you gain an additional magazine.

d6	Profession
1	**Cop**. You start the game with a uniform, a badge, and a pistol.
2	**Soldier**. You start the game with combat fatigues and a machine gun.
3	**Militia member**. You start the game with combat fatigues and a rifle.
4	**Guard**. You start the game with a uniform, a badge, and a stun baton or stun gun.
5	**Thug**. You start the game with knuckledusters and a pistol.
6	**Terrorist**. You start the game with a suicide vest and a machine gun.

Savage

People living outside the few pockets of civilization are lumped together as savages. Your savage profession determines your additional starting gear.

d20	Profession
1–2	**Zookeeper**. You start with a **small animal** that's friendly to you.
3–4	**Herbalist or healer**. You start with a healer's kit.
5–6	**Drover or herder**. You start with a staff.
7–8	**Guide or pioneer**. You start with a map of the region.
9–10	**Hermit**. You start with a week of rations and a waterskin.
11–12	**Hunter or gatherer**. You start with a bow and 12 arrows.
13–14	**Nomad**. You start with a **horse**.
15–16	**Spelunker**. You start with a lantern, a pick, and 2 flasks of oil.
17–18	**Tracker**. You start with a spear.
19–20	**Woodcutter**. You start with an axe.

Scumbag

Scumbags are people who live by dishonest means. Your scumbag profession determines your additional starting gear.

d20	Profession
1–2	**Agitator, rebel, or saboteur**. You start with 1d6 pamphlets related to the cause for which you fight.
3–4	**Bandit, ganger, or pirate**. You start with a bottle of rotgut and a wanted poster showing your face.
5–6	**Burglar or grave robber**. You start with a set of lock picks.
7–8	**Charlatan, confidence artist, informant, or spy**. You start with a disguise kit.
9–10	**Fence or smuggler**. You start with 1d6 gc.
11–12	**Forger**. You start with a tool kit.
13–14	**Mugger**. You start with 1d3 gc.
15–16	**Murderer**. You start with a garrote and a knife.
17–18	**Pickpocket**. You start with a stolen purse containing 1d6 gc.
19–20	**Poacher or rustler.** You start with a coil of rope.

Wretched

Wretches are all the other people scratching out a living in this horrible world. Life is cheap for them and hardships are aplenty. Your wretched profession determines your additional starting gear.

d20	Profession
1	**Drug dealer or healer**. You start with a healer's kit.
2	**Artist such as painter or sculptor**. If you're literate, you can choose writer or poet. You start with a tool kit or pen and notebook.
3	**Bartender or shopkeeper**. You start with 1d6 gc.
4	**Beggar, hobo, or urchin**. You start with a begging bowl, cap, or slingbag on a pole.
5	**Boatman or ferryman**. You start with a rowboat.
6	**Capitalist**. You start the game with raw goods such as textiles, grains, or the like worth 1d6 ss.
7	**Conscript**. You start with a uniform and spear.
8	**Cook, groom, scullion, or servant**. You start with an extra set of clothing.
9	**Courtesan, prostitute, or camp follower**. You start with a cosmetics kit and a bottle of cheap perfume/ cologne.
10	**Dirt farmer**. You start with a hoe, shovel, rake, or tool kit.
11	**Drover or herder**. You start with a staff.
12	**Entertainer such as actor, athlete, comedian, dancer, orator, puppeteer, singer, or storyteller**. You start with a costume, dress, or fine clothing as appropriate for your profession.
13	**Fisher**. You start with a fishing pole and tackle box.
14	**Gambler**. You start with a pair of dice or deck of cards.
15	**Laborer such as porter, gravedigger, or stevedore**. You start with a backpack, shovel, coil of rope, or something else chosen by the GM that's appropriate to your profession.
16	**Maker such as baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, gem cutter, jeweler, leatherworker, mason, potter, printer, scribe, or tailor**. You start with a tool kit.
17	**Miner or prospector**. You start with a pick.
18	**Musician using percussion, stringed, or wind instruments**. You start with a musical instrument.
19	**Pilot, sailor, or teamster**. You start with 1d6 gc.
20	**Scavenger or tinker**. You start with 1d6 gc.

Starting Gear

Each character begins the game with some gear in addition to any gained from professions. You determine the kind of things you have by rolling dice and finding the results on the following tables.

Weapon

d6	Weapon
1	A light weapon such as a hammer, hatchet, or butcher knife
2	A light weapon (as above) and a hand weapon such as a crowbar, sword, or axe
3	A light weapon (as above) and a heavy weapon such as a sledgehammer, mattock, or axe
4	A light weapon (as above) and a bow with 20 arrows
5	A light weapon (as above) and a revolver with 6 rounds
6	A light weapon (as above) and 1d3 + 1 sticks of dynamite

Clothing and Armor

d6	Clothing
1–3	Soiled rags stitched together into a ridiculous outfit
4	Some clothing, though a few pieces don't quite fit
5	A suit of leather armor
6	A set of clothes and an undercover vest

Container

d6	Container
1	An old burlap sack
2	A backpack
3	A roll of 5d20 garbage bags
4	1d6 plastic or paper grocery bags
5	A cardboard box
6	A 32-gallon plastic trashcan

Salvage*

d6	Salvage
1	1 meal, 1 water ration, and 1 battery
2	1 meal, 1 water ration, and 1 electrical salvage
3	1 meal and 1 water ration
4	1 meal, 1 water ration, and 1 gallon of fuel
5	1 meal, 1 water ration, and 1 mechanical salvage
6	1 meal, 1 water ration, and 1 dose of medicine

* See **chapter 2**.

Interesting Things

Use the following Interesting Things tables in place of those presented in *Shadow*.

Interesting Things Tables

d6	Table	d6	Table
1	Table 1	4	Table 4
2	Table 2	5	Table 5
3	Table 3	6	Table 6

Interesting Things Table 1

d20	Interesting Thing
1	A plastic ashtray
2	A clipboard
3	A ballpoint pen with blue, black, red, or green ink, as you decide
4	A pair of spectacles
5	Small scissors
6	A case for a mobile phone
7	A bag of polyhedral dice
8	An old shoe
9	A volleyball with a face crudely painted on one side
10	A copy of *Shadow of the Demon Lord*
11	A portable CD player
12	1d3 shoelaces
13	An old photograph of the Olsen twins
14	A can of compressed air (1 use left)
15	A magnet
16	A cassette of Slayer's *Reign in Blood*
17	A light bulb
18	A 25-pound box of cat litter
19	A hotel towel
20	A deck of cards missing the sixes

Interesting Things Table 2

d20	Interesting Thing
1	A box of tissue
2	A six-pack of Demonic Hobo beer
3	An old rag soaked in ether
4	An empty disposable lighter
5	A very small spring
6	A two-dollar bill
7	A bucket with a hole in the bottom
8	A little packet of silica
9	An O-ring
10	A roll of expired condoms
11	A bag of baby teeth
12	A membership card to a video store
13	A doctor's note
14	A coffee mug

15	A nail file
16	1d6 + 1 keys on a ring
17	A bag of weed
18	Someone's high school diploma
19	Funny sunglasses
20	A tube of hair gel

Interesting Things Table 3

d20	Interesting Thing
1	An old tire
2	A stack of 1d20 + 10 newspapers
3	A ball of 1d6 + 100 rubber bands
4	A bag of toy blocks
5	A headless doll
6	A guitar with one string
7	A convention badge with lanyard
8	A playbill from *The Producers*
9	A small ceramic cat
10	A bottle of black nail polish
11	A small potted plant
12	A bucket of smooth stones
13	A mailbox
14	A pad of sticky notes
15	A commemorative plate
16	A mop handle
17	A plastic fish that plays distorted music when loaded with a battery
18	A bloodstained stuffed animal
19	A small grill named after a man named George Foreman.
20	A small metal ball attached to a thin wire

Interesting Things Table 4

d20	Interesting Thing
1	An action figure missing a leg or arm
2	Ticket stubs to a Michael Bay movie
3	A hanging chad
4	A rubber mask of a clown, dead president, or monster
5	A weeping, snotty child
6	A bag of moldy bread
7	A holy book
8	Half a roll of thermal paper
9	A self-help book written by Tony Robbins
10	A box of grits or 2 cans of white hominy
11	A handful of random coins
12	A musical jewelry box missing its ballet dancer
13	A "Dear John" letter
14	A diploma from Trump University
15	A garbage bag filled with shredded paper and one single piece of chewed gum

16	A dongle
17	An empty can of textured spray paint
18	An instruction manual to a bread machine
19	An animal skull
20	An offensive flag

Interesting Things Table 5

d20	Interesting Thing
1	A tripod with a missing leg
2	A 6-pack of Zima
3	1d6 tokens for a car wash
4	A poster showing a kitten hanging from a branch under which is written, "Hang in there"
5	A broom without a handle
6	A bottle of dried-up glue
7	An envelope containing a letter asking for your pledge for some rip-off cause
8	A rusty razor blade
9	A stack of porno magazines
10	A DIVX machine
11	A mustache brush and stick of mustache wax
12	A plane ticket to anywhere but here
13	1d3 power converters that don't really do anything
14	A universal remote control
15	A collection of every Adam Sandler movie on VHS
16	A crumpled-up invitation to a high school reunion
17	A scrap of paper on which has been written, "I'm sorry"
18	A cellphone without a headphone jack or charger
19	A black duffel bag holding an assortment of sex toys
20	A spiked leather collar

Interesting Things Table 6

d20	Interesting Thing
1	A glass coffee carafe used as a chamber pot
2	A copy of *Monopoly*
3	A bag of plastic toys made to look like food
4	Fake vomit or poo
5	Glitter
6	A marriage license
7	A bar napkin on which has been written a phone number
8	A full, unopened jar of mayonnaise
9	A blue, yellow, green, or purple rubber bracelet asking "WWJD?"
10	A string of broken Christmas lights
11	A manikin arm
12	One sad Twinkie
13	A toy gun
14	A nasal irrigation system
15	A black oval car magnet that says, "Jesus is Lord"
16	Some holiday-themed garbage
17	A battery-powered massage wand
18	An Avon catalog
19	A political yard sign
20	A sack of 3d6 cans of beets

Paths

All paths from *Shadow of the Demon Lord* and other supplements are available. You will need to consider how the path fits into the World of Fire and Blood and what training you underwent to take the path.

Novice Paths

The following entries provide you with guidance on how to fit the four novice paths into this setting. They can also give you a sense of how expert and master paths fit into the world.

Where presented, replace the training tables in *Shadow* with those provided here.

Magician

Magicians harness the energies flowing into the world through the rents in reality created by the Demon Lord's approach. Some learn their techniques from a teacher or through experimentation, while others come by their power naturally, bargain with dark powers, or find weird objects that grant strange abilities.

Godless Magician Training

d6	Training
1	You found a strange book. It took months of study, but you finally learned enough to discover your first tradition.
2	You inherited your magical power from one of your parents.
3	You used your scientific training to study the effects of the new energy and, through devices you made, learned to channel that power into useful forms.
4	A learned magician took you under her wing and taught you the secrets of magic.
5	You bargained away your soul to a dark and dreadful being for magical knowledge.
6	You were exposed to a blast of magical energy that ravaged your body but bestowed on you the ability to command its power.

Optional Talent: Spell Power

At level 1, you can choose the Spell Power talent in place of the Cantrip talent.

Spell Power When you cast an attack spell, you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist the spell.

Priest

Although the religions of the old world are dead and buried, new faiths have gained ground, as their priests can work miracles. There seems to be no shortage of holy men and women in the World of Fire and Blood, individuals imbued with some supernatural ability. Their critics claim they tap into the same forces as magicians, but priests remain adamant that they serve higher powers whose cause they are charged with advancing.

Priests use the same training table as in the core rules.

New Religions

Organized religion has been replaced by small groups of people who band together in common belief against the challenges of the apocalyptic world. These groups appear and disappear all the time, usually vanishing after a brush with something awful or, more rarely, by their own hand when their leaders manage to convince them that death is preferable to existence. Some sample religions follow.

Heaven's Ladder: These fanatics believe their god travels the gulfs of space searching for his forgotten children. Someday soon, the god will come in a great ark and whisk all his children to paradise.

Knights of the Morning Lord: Having rejected the old faiths as lies, the Knights of the Morning Lord worship Satan, the Lord of Hell, sometimes called Diabolus.

Religious Traditions

Religion	Traditions
Heaven's Ladder	Celestial, Enchantment, Telepathy†
Morning Lord	Battle, Fire, Shadow
New Sun	Celestial, Life, Teleportation
Risen	Death†, Necromancy, Theurgy
Scientists	Conjuration, Teleportation, Time
Spider God	Divination, Rune, Technomancy
Touched	Chaos, Forbidden, Transformation
Transcended	Illusion, Spiritualism†, Technomancy

† *Demon Lord's Companion*

New Sun: Followers of the New Sun believe the apocalypse has yet to happen and everything up to now has been a warning of some climactic battle. They believe a New Sun will appear in the sky and burn away the heretics and nonbelievers.

Risen: This religion focused on the dead god (*Shadow*, page 197) claims that zombies and other undead are manifestations of divine will sent to usher the world into a new era.

Scientists: The Scientists reject the idea of god or gods and instead worship knowledge. Though they refuse to be acknowledged as a religious group, they organize themselves as such, gathering in secret places to share knowledge and advance their understanding of how the world now works and, maybe, fix it.

Spider God: This cult was spawned from the belief that knowledge was once free and available to all through the web of the Spider God. Most followers of the Spider God collect whatever writings they can to assemble holy books and to draw inspiration from them, even if those books are just collections of brochures, advertisements, and menus.

Touched: The Touched see their god in the coming darkness and revel in the chaos and upheaval their eternal master brings. They are wild, violent, and utterly in the Demon Lord's thrall, their minds shattered by the perfect knowledge they have been given by their redeemer.

Transcended: The religion of the transcendents professes that immortality comes through securing consciousness inside machines. The followers of this cult seek to preserve as many people as they can this way.

Rogue

Rogues are scavengers and criminals, opportunists who do what they must to live. They might be killers, bandits, thieves, beggars, confidence artists, thugs, or worse. They are also adventurers, thrill-seekers, scientists, and scholars of the old world. Rogues survive using a combination of daring, skill, and dumb luck, each giving them an edge in almost any situation.

Godless Rogue Training

d6	Training
1	You were willing to do whatever it took to survive. Along the way, you picked up some skills.
2	You took up with a gang of marauders and lived by plundering loot from others.
3	You lived as a scavenger and did well in finding valuable salvage. You learned how to sneak, hide, and avoid predators.
4	You were always in it for yourself and studied criminal techniques to make ends meet.
5	You studied lore from the old world, learning a great deal about a variety of subjects.
6	You have a way with words. You know just the right thing to say to bend people to your will.

Warrior

Weapons make the warrior, whether shotguns, swords, or fast cars outfitted with ram plates. Warriors have the toughness, grit, and determination to survive in the wastelands. Some take what they want by force, while others protect people who are weaker than themselves.

Godless Warrior Training

d6	Training
1	You fought for sport, honing your fighting techniques for the amusement of others.
2	You fought in a warlord's armies as a soldier.
3	You lived among the savage tribes in the wastelands, where only the strong survive.
4	You were a lone wolf, living on the edges of the crumbling old world and forging your own path by strength of arms.
5	You joined up with a marauding band of raiders and had to fight to stay alive.
6	Someone skilled at fighting took you under their wing and made sure you had the tools you needed to live in the mad world.

Expert Paths

In addition to expert paths from other sources, the following new expert paths reflect the harsh reality of the World of Fire and Blood.

Grease Monkey

Grease monkeys know how to put stuff together and take it apart. Geniuses with tools, they have an almost supernatural knack for building and repairing. They might have begun their careers as mechanics, engineers, or something else, but as their experience grew and the world crumbled around them, they discovered how to make do with whatever they had at hand. Thus, grease monkeys are in high demand to keep engines running, guns firing, and gas pumping.

Grease Monkey Story Development

d3	Story Development
1	You holed up in a workshop and practiced your trade until you became pretty good at it.
2	You were always good with puzzles, so it was no stretch to put your keen mind to work putting different pieces together to make something new.
3	You learned from a master. Your apprenticeship taught you secrets largely forgotten from the time before, and you use your knowledge to survive in this dangerous world.

Level 3 Grease Monkey

Attributes Increase two by 1
Characteristics Health +4
Languages and Professions Add mechanic to your list of professions. If you already have mechanic, add a different one.
Expert Mechanic You make challenge rolls with 1 boon to build items from salvage (see "Creating Items" in **chapter 3**). In addition, you count as having the knowledge to build any item.
Field Strip You can spend 10 minutes stripping a mechanical or electrical item for useful parts. At the end of this time, you gain a number of pieces of mechanical or electrical salvage equal to the item's Size.
Slap Together You can spend 1 minute of work with a tool kit to build an item from salvage on the fly. You make the challenge roll as normal, but when you complete a rest the item falls apart and the salvage components are lost.

Level 6 Grease Monkey

Characteristics Health +4
Upgrade Device You can spend 1 minute working with a tool kit to upgrade one item you can reach. At the end of this time, make an Intellect challenge roll. On a success, the item is upgraded and grants 1 boon on attack rolls and challenge rolls made using it. An item can be upgraded just once. On a failure, the item cannot be upgraded.

Level 9 Master Grease Monkey

Characteristics Health +4
Improved Upgrade Weapons you upgrade deal 1d6 extra damage.

Preacher

Without believers, religion withers and dies, its tenets forgotten, its gods consigned to the trash heap of history. Preachers recognize these perils and set out to spread the word of their faith. Some do good works, others offer the threat of fire and brimstone, and a few use the trappings of their faith to conceal darker motives.

Most people don't have much use for preachers these days. After all, the religious types got torn apart by demons just like the non-believers, and people remember the violence and hatred spewed by unhinged god-botherers in the old days. However, preachers have real power. Even the Risen who worship the dead god can work miracles. So while folks don't care for preachers, they step lightly lest they bring down divine wrath.

Preacher Story Development

d3	Story Development
1	A flaming shrub, a wheel in the sky, or a nocturnal visitor told you what you had to do, and you devoted your life to your religion.
2	You fell in with a cult and learned its rites from the cult leader.
3	You sought wisdom from the ancients to make you a better person.

Level 3 Preacher

Attributes Increase two by 1
Characteristics Health +4, Power +1
Languages and Professions You can speak an additional language or add a profession to the list of those you know.
Magic You discover one tradition related to your religion or you learn one spell.
Be Healed! You use an action to place your hand on one creature you can reach and make a Will challenge roll. On a success, you either remove one affliction from the target or the target heals damage equal to its healing rate. On a failure, you gain 1d3 Insanity. You can use this talent a number of times per day equal to 1 + your Power. You replenish expended uses when you complete a rest.
Preach It! You make attack rolls with 1 boon in social situations involving members of your faith.

Level 6 Preacher

Characteristics Health +4
Magic You learn one spell.
Armor of Faith When you would make a Strength, Agility, or Intellect challenge roll to resist an attack, you can make a Will challenge roll instead.

Level 9 Master Preacher

Characteristics Health +4, Power +1
Magic You learn one spell.
Fanaticism When you gain Insanity, you do not become frightened. Instead, you make attack rolls and challenge rolls with 1 boon for as long as you would normally be frightened.

Raider

Natural-born killers, raiders roam the wastelands, taking what they want from the weak and frightened. Raiders cleave to no laws and are strangers to civility. They respect only strength and believe their personal power grants them license to do whatever they want. Many raiders lead gangs and prey on outposts and caravans, robbing them of useful materials. Rarely, raiders come to understand the wrongness of their lives and might set out to make amends for the horrors they have wrought.

Raider Story Development

d3	Story Development
1	You were kidnapped by a gang and had to fight to survive.
2	You led a gang of raiders for a time, but a rival gang, monsters, or demons wiped out the group. Alone, you were forced to see all the horror you had created and seek now to make things right.
3	You are strong and tough. That's all the justification you need to take what you want.

Level 3 Raider

Attributes Increase two by 1
Characteristics Health +5, Speed +2
Born to Kill You gain a +1 bonus to damage rolls with weapon attacks.
Fearsome You make attack rolls with 1 boon in social situations to intimidate or threaten.

Level 6 Raider

Characteristics Health +5
Savage Rebuke When you become injured from taking damage, you can use a triggered action to move up to half your Speed and attack with a weapon.
Killer Awakens While you're injured, you make attack rolls with 1 bane, but your attacks deal 1d6 extra damage.

Level 9 Master Raider

Characteristics Health +5
Spill the Blood When your attack causes a creature to become incapacitated, you make attack rolls with 1 boon for 1 round.

Road Warrior

The highways crisscrossing the World of Fire and Blood are the arteries along which trade flows. Tanker trucks filled with milk or fuel and armored semis hauling arms, ammunition, and foodstuffs brave the open roads and the biker gangs, brigands, and lunatics who hunt them. To keep away these opportunists, many communities employ road warriors, seasoned drivers skilled at operating a vehicle through the worst conditions.

Mercenaries, remnants of old law enforcement, and drifters, road warriors come from a variety of backgrounds, but all were forged in the crucible of violence, made hard by their struggles and infamous by their exploits.

See **chapter 3** for detailed rules on controlling and maneuvering vehicles.

Road Warrior Story Development

d3	Story Development
1	You belonged to the Highway Patrol and carried out your duty even after the world fell apart.
2	Unmoored, you drifted from place to place, picking up whatever vehicle you could to put as much distance between you and your past as possible.
3	You live for speed, and nothing moves you faster than a tricked-out car or bike. You found you could put your driving talent to good use.

Level 3 Road Warrior

Attributes Increase two by 1
Characteristics Health +4
Languages and Professions You speak one additional language or add one profession to the list of those you know.
Combat Driving When you attack with a vehicle, you make the attack roll with 1 boon.
Expert Driver You make challenge rolls to drive a vehicle with 1 boon. As well, when you use a triggered action to control a vehicle, you do not have to make the normal challenge roll.

Level 6 Road Warrior

Characteristics Health +4
Pedal to the Metal Increase the acceleration rate of any vehicle you are driving by 4.
Steady Hands When you make a roll to avoid losing control of your vehicle, you can roll twice and use either result.

Level 9 Master Road Warrior

Characteristics Health +4
Advanced Combat Driving Increase the Defense of any vehicle you are driving by 5. In addition, you make all challenge rolls to control a vehicle with 1 boon.

Master Paths

The following paths offer new areas of mastery characters can take, in addition to those from other sources.

Bone Picker

Bone pickers know where to find the best treasures from the old world. Their knowledge comes from a mixture of natural talent, experience, and, more than anything, the patience to keep looking when others might give up. They take their name from their tendency to pick over the bodies of the dead.

Level 7 Bone Picker

Attributes Increase three by 1
Characteristics Perception +1, Health +3
Languages and Professions You speak an additional language or add a profession to the list of those you know.
Eye for Salvage You make all Perception rolls with 1 boon.
Hidden Caches You sock away salvage and equipment you might need in hidden caches. You can also recognize caches left by other scavengers. You can use an action to search for a cache in a 50-yard-square area. Make a Perception challenge roll with boons or banes as the GM decides, based on where you search. On a success, you uncover a cache containing 1d6 gc worth of stuff. On a failure, you find no such cache in the area. Each time you use this talent, roll a d6. On any number other than 6, you cannot use this talent again until you complete a rest.
Anything is a Weapon You treat improvised weapons as normal weapons and make attack rolls using them with 1 boon.

Level 10 Bone Picker

Characteristics Perception +1, Health +3
Improvised Weapon Mastery Your attacks with improvised weapons deal 1d6 extra damage.
Find Anything You double the number of pieces of salvage you find.

Daredevil

Daredevils take incredible risks and somehow find ways to survive. Many are adrenaline junkies, always looking for the next rush. Others are simply strangers to fear.

Level 7 Daredevil

Attributes Increase three by 1
Characteristics Health +4
Languages and Professions You speak an additional language or add a profession to the list of those you know.
Burst of Energy When you would make a Strength or Agility roll, you can push yourself. For 1 minute, you make all rolls using that attribute with 1 boon. When the effect ends, you become fatigued for 1 minute.
Fearless You cannot be frightened.

Level 10 Daredevil

Characteristics Health +4
Defy Death When you would take damage, you can use a triggered action to take half the damage instead. Once you use Defy Death, you must wait 1 minute before you can use it again.

Gunslinger (Variant)

Gunslingers know everything there is to know about firearms and wield them with startling skill. This variant on the gunslinger master path from *Shadow* adjusts the path for use with the superior firearms presented in **chapter 2.**

Level 7 Gunslinger

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You speak an additional language or add a profession to the list of those you know.
Firearm Expertise When you use burst fire or double tap with an automatic weapon, you make the attack roll with 1 boon. As well, when you use an automatic weapon on full auto, challenge rolls to resist the attack are made with 1 bane.
Rapid Reload You can use a triggered action on your turn to load a weapon with the reload property. If you attack with the weapon you loaded on the same turn, you make the attack roll with 1 bane.

Level 10 Gunslinger

Characteristics Health +3
Firearm Mastery When you attack with a weapon that uses rounds, you make the attack roll with 1 boon and the attack deals 1d6 extra damage.
Speed Loader You can reload your weapon as a minor activity instead of as an action. This talent replaces the Rapid Reload talent.

Pyromaniac

Some people just want to see the world burn. Pyromaniacs employ a wide range of explosives and accelerants to reduce things to ash.

Level 7 Pyromaniac

Attributes Increase three by 1
Characteristics Health +4
Languages and Professions You speak an additional language or add a profession to the list of those you know.
Burn it All Whenever you attack with fire or an explosive, you make the attack roll with 1 boon and challenge rolls to resist the attack are made with 1 bane.

Level 10 Pyromaniac

Characteristics Health +4
Firebug Whenever you deal damage with fire or an explosive, you deal 1d6 extra damage.

Magic

Magic has come to the world through the fissures in reality opened by the Demon Lord's approach. The ability to harness its energy is reserved to a few individuals who, for one reason or another, discovered the talent within them.

Sources of Power

In the World of Fire and Blood, the sources of magical power differ from those described in *Shadow,* as magic is new to this setting. The major sources of power are described below; each time you discover a tradition of magic, you should choose one to explain how you came by your knowledge.

Alien Lore

Knowledge of magic might have come to you from another reality or planet. Alien lore might be found in books and scrolls, inscribed on walls and monuments, or revealed through teaching. If you discover traditions from alien lore, you might develop a few quirks as your mind opens to new possibilities and worlds beyond your own. The more alien lore you discover, the stranger your behavior becomes.

Artifact

All kinds of unusual devices wash up on the broken shores of reality, and these artifacts might hold keys to unlocking magical power. You happened upon such an object and discovered a tradition from it. Through experimentation, you learned your first spells, slowly growing your power. Discovering the tradition or traditions from the artifact does not make you dependent on it, nor does it mean others will experience the same discovery.

Mad Science

Standing at the crossroads of magic and technology, mad science creates new technological devices capable of harnessing magical power to produce the desired effects. Such devices appear exotic, with gauges, blinking lights, gears, and clockwork, and any inspection of the items reveals that they should not work even though they do.

You made your first discovery after building such a strange gadget, and you now use it to cast spells. For example, if you discover the Storm tradition, you might have a storm gun attached to a canister backpack. If you discover the Technomancy tradition, you could have blueprints for the various devices, a special toolbox, or a bizarre screwdriver.

Mutation

Mutation has become rampant in the new world. Usually, it takes the form of some cosmetic change such as weird skin, hair, or eye color, the growth of horns, unseemly bulges, or something else. Sometimes, mutations might awaken some power, such as the ability to touch other minds or move objects with thought alone. If you discover a tradition from a mutation, you should also have some physical change to your appearance. See the **Mutations** table in *Shadow,* page 198 for possible alterations.

Patron

You might discover traditions by bargaining with powerful beings. All kinds of strange powers are at large in the world, from devils to genies, beings of almost godlike ability and invaders from other realities. Such figures demand service in exchange for revealing traditions, so you become subject to your patron's whims if you would retain what they have learned. Patrons usually mark their servants in some way. If you pledge service to a genie, your skin might be warm to the touch or an invisible breeze could stir the air around you. If you serve the Devil, you probably have a pentagram branded on the palm of your hand.

New Spells

The following spells highlight key areas where magic might take different forms. Traditions marked with a † can be found in *Demon Lord's Companion*.

Alchemy

PROCESS FUEL — ALCHEMY UTILITY 2

Requirements You must have an alchemist's kit
Target Special materials worth 5 ss that you can reach

You concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, the target becomes 1 gallon of fuel.

Alteration

TOLERATE RADIATION — ALTERATION UTILITY 2

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, it becomes immune to the effects of radiation.

Sacrifice You can expend a casting of this spell to cast the *enhance senses* spell from the Alteration tradition.

CONVERT SALVAGE — ALTERATION UTILITY 3

Target One piece of salvage you can reach

You touch the target and cause it to become a different kind of salvage of your choice. You could, for example, cause 1 gallon of water to become 1 gallon of fuel, or transform one piece of electrical salvage into one meal.

Arcana

STUN PULSE — ARCANA ATTACK 5

Target A point in space within long range

A spot of twisting light appears at the target point and explodes in a 5-yard radius. Each creature in the area must make a Strength challenge roll. A creature takes 3d6 damage, falls prone, and becomes dazed and impaired for 1 minute on a failure, or just takes half the damage on a success. A creature already dazed becomes unconscious instead.

Divination

DOWSE — DIVINATION UTILITY 2

Duration 1 hour

If there is food or water within long range of you, you instantly know it and the fastest route to it. Until the spell ends, you make all Perception rolls with 1 boon.

BESTOW KNOW-HOW — DIVINATION UTILITY 3

Target One creature you can reach
Duration 24 hours

You touch the target. Choose one language or profession. The target can speak, read, or write the language or use the profession for the duration.

Forbidden

BESTOW MUTATION — FORBIDDEN ATTACK 2

Target One living creature you can see within short range

Tendrils of dark magic reach for the target to transform it. Make an Intellect attack roll against the target's Strength. On a success, the target takes 1d6 damage, gains 1 Insanity, and gains a random mutation. To determine the mutation, roll on the **Mutations** table on page 198 of *Shadow of the Demon Lord.*

Protection

BULLETPROOF — PROTECTION UTILITY 2

Target One creature you can reach
Duration 1 minute

You touch the target. For the duration, it takes half damage from ranged weapons that use rounds.

FORTIFY — PROTECTION UTILITY 3

Target One object you can reach
Duration 1 hour

You touch the target and grant it a bonus to Health that lasts for the duration. The bonus equals 10 × the target's Size.

Rune

RUNE OF VELOCITY — RUNE UTILITY 1

Target One vehicle you can reach
Duration 1 hour

You touch the target and leave behind a sigil that remains for the duration. The target's Maximum Speed increases by 10.

Triggered You can use a triggered action on your turn to expend a casting of this spell and touch one creature you can reach. The target gains a +2 bonus to Speed for 1 hour.

Storm

RECHARGE
STORM UTILITY 1

Target One battery you can reach

You touch the target and recharge it (see "Recharging Batteries" in **chapter 2**).

Sacrifice You can expend a casting of this spell to cast the *shock* spell from the Storm tradition.

STINGING SMOKE
STORM ATTACK 1

Area A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range
Duration 1 minute; see the effect

Acrid yellow smoke spreads across and heavily obscures the area for the duration or until dispersed by wind. Each living creature in the area with a physical body is impaired while in the area. As well, at the end of each round until the effect ends, each creature in the area must get a success on a Strength challenge roll or take 1d3 damage from the stinging smoke.

Technomancy

CREATE AMMUNITION
TECHNOMANCY UTILITY 0

Target One piece of mechanical salvage you can reach

You touch the target. If you concentrate on it for 1 minute, it becomes 1 gc worth of ammunition.

CREATE BATTERY
TECHNOMANCY UTILITY 0

Target One piece of electrical salvage you can reach

You touch the target. If you concentrate on it for 1 minute, it becomes a battery.

CREATE TOOLS
TECHNOMANCY UTILITY 0

Target One piece of mechanical salvage you can reach
Duration 2 hours

You touch the target and cause it to become a tool kit for the duration.

ARMOR-PIERCING AMMUNITION
TECHNOMANCY UTILITY 1

Target One weapon you can reach that uses rounds
Duration 1 minute

You touch the target. For the duration, the spell grants 1 boon on attack rolls made with the target and attacks with it deal 1d6 extra damage.

ILLUMINATING AMMUNITION
TECHNOMANCY UTILITY 1

Target One weapon you can reach that uses rounds
Duration 1 minute

You touch the target. For the duration, any creature or object that takes damage from an attack made using the target emits light in a 2-yard radius from a point in its space for 1 minute. The light grants 1 boon on attack rolls made against that creature or object.

INCINERATING AMMUNITION
TRADITION UTILITY 1

Target One weapon you can reach that uses rounds
Duration 1 minute

You touch the target. For the duration, any creature that takes damage from an attack made using the target must get a success on an Agility challenge roll or catch fire (*Shadow*, page 201). Targets that are flammable objects automatically catch fire.

EXPLOSIVE AMMUNITION
TECHNOMANCY UTILITY 2

Target One weapon you can reach that uses rounds
Duration 1 minute

You touch the target. For the duration, whenever a creature gets a success on an attack roll using this weapon, the attack's target explodes in a 1-yard radius from a point in its space. Everything in the area takes 1d6 + 1 damage. A creature in the area that gets a success on an Agility challenge roll instead takes half the damage.

ASSEMBLE BIKE
TECHNOMANCY UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point you can reach and resting on a solid surface
Duration 1 hour

Concentrate for 10 minutes. At the end of this time, a dirt bike or motorcycle appears in the area and remains for the duration. The vehicle does not require fuel.

AUTOGUN
TECHNOMANCY UTILITY 4

Duration 1 minute

You create a machine gun that lasts for the duration. The weapon creates its own ammunition. The magic grants 1 boon on attack rolls made with this weapon.

FABRICATION
TECHNOMANCY UTILITY 4

Requirements You must have a tool kit
Target Salvage required to build an item you choose upon casting this spell and that you can reach

Choose an item that requires the target salvage to create. You must concentrate for 1 minute, during which time you use the tool kit and the target salvage. At the end of this time, you create the item as if you had gotten a success on the challenge roll (see **chapter 3** for details on creating items).

ASSEMBLE VEHICLE
TECHNOMANCY UTILITY 5

Area A cube of space, 6 yards on a side, originating from a point you can reach and resting on a solid surface
Duration 8 hours

You concentrate for 10 minutes. At the end of this time, a vehicle worth 500 gc or less appears in the area and remains for the duration. The vehicle does not require fuel.

ROCKET TURRET
TECHNOMANCY ATTACK 5

Area A cube, 1 yard on a side, originating from a point you can reach and resting on a solid surface
Duration 1 minute

You create a Size 1 rocket turret in the area. The turret has Defense 5 and Health equal to your Intellect score. It lasts for the duration or until destroyed. At the end of each round, the turret fires a rocket at one point within long range. When the rocket reaches that point or impacts against a solid surface before then, it explodes in a 3-yard radius, dealing 2d6 + 1 damage to everything in the area. A creature that gets a success on an Agility challenge roll takes half the damage.

Water

PURIFY FLUID
WATER UTILITY 2

Target All liquids inside a cube of space, up to 10 yards on a side, originating from a point within short range

The target becomes clean drinking water.

Sacrifice You can expend a casting of this spell to cast the *wellspring of life* spell from the Water tradition.

Chapter 2: Gear

The wonders of the ancients and strange treasures from other realities wait for those with the courage to claim them. One must merely pick through the debris to find something interesting. This chapter expands on the items available in the main rulebook, offering new weapons, armor, and equipment, as well as vehicles, for use in the World of Fire and Blood.

Gold

Coins and bills from the old world hold no value in the wastelands. When people must trade in currency, they do so in gold (gold coins or gc), silver (silver snippets or ss), and copper (copper pieces or cp). *Godless* uses the same currency as *Shadow* to keep things simple.

Salvage

Most people survive by digging up bits and pieces from the past. This salvage can make the difference between life and death. It comes in several types, as described here. Regardless of the form it takes, each piece of salvage is worth 1 gc.

Characters can uncover salvage by exploring old buildings, rooting around in abandoned battlefields, and tossing the corpses of the dead. The GM decides how much salvage is found and its kind.

Batteries

Some items need power to function. Without it, they are useless. The game uses batteries for portable power. A fresh battery typically provides 10 points of power. The entry for a device that uses batteries tells you how much power it drains per use or per time increment.

You can recharge a battery by connecting it to a power source, such as a generator or solar panel. The power source's description tells you the rate at which it supplies energy to the battery, such as 1/minute or 1/hour. Each time you recharge a battery, you reduce its capacity by 1. So, recharging a fresh battery (10 points) gives it 9 points of power. The second time it's recharged, it fills to 8 points, the third 7 points, and so on. Once a battery's capacity drops to 0, it becomes worthless.

Electrical Parts

Electrical salvage includes any components used to create devices that run on batteries or that deliver power to such devices. Examples include an extension cord, an old VCR, or the fan from a computer.

Food

There's not much to eat anymore, so people gobble down whatever they can get. Food is measured in meals, with each meal including several different kinds of food, from energy bars to sacks of flour. One meal provides a typical person with enough sustenance for a day.

Fuel

If you're going to drive a vehicle, you need fuel. To keep things nice and simple, fuel covers anything a vehicle can burn, from good old gasoline to diesel, vodka to ethanol. Fuel is measured in 1-gallon increments.

Mechanical Parts

Mechanical salvage consists of parts used to build machines, such as motors, gears, or wheels. Some machines run on fuel, others on batteries.

Medicine

Just like fuel, medicine covers all kinds of drugs, from penicillin to aspirin, for simplicity's sake. You can use an action to administer a dose of medicine to one living creature you can reach that is willing or defenseless—including yourself. The creature heals damage equal to its healing rate, and it makes challenge rolls to resist disease and poison with 1 boon until it completes a rest.

Water

There's plenty of water, but little of it is safe for drinking. Clean water's scarcity makes it valuable salvage. Water is measured in 1-gallon increments, and a half-gallon provides a typical person enough sustenance for a day.

Weapons

Godless offers a simplified weapon list in place of the one presented in *Shadow*.

Properties

For simplicity, all the new properties mentioned on the weapons table are described below, as well as properties already described in *Shadow*.

Ammunition (Type): The weapon launches or fires projectiles of the kind indicated, such as rounds or arrows. You must have at least one piece of ammunition to attack with this weapon.

Automatic: The weapon can fire streams of rounds. You can make special kinds of attacks with this weapon, as explained in **chapter 3**.

Capacity #: The weapon can hold up to the listed number of rounds in a cylinder or magazine.

Cumbersome: This weapon is heavy, big, and unwieldy. It imposes 1 bane on attack rolls made using it.

Defensive +#: This weapon is primarily used for protection. While you wield it, you add the listed number to your Defense.

Finesse: You can make an Agility attack roll in place of a Strength attack roll when you attack with this weapon.

Range #: Here you'll find the weapon's normal range expressed in yards. You can attack targets beyond this distance, up to twice the normal range, but you make attack rolls against such targets with 1 bane.

Reload: You can attack with the weapon only if it's loaded.

Special: This weapon has special rules. See the weapon's description for more details.

Targets Agility: You make the attack roll against the target's Agility instead of its Defense when you attack with this weapon.

Thrown: You can make a ranged attack with this weapon by throwing it.

Unreliable: Whenever you attack with this weapon and the total of your attack roll is 0 or less, the weapon breaks. Roll a d6. On an even number, the weapon can be repaired after someone spends 1 minute using a tool kit to fix it. On an odd number, the weapon explodes and you take 2d6 damage.

Melee Weapons

Name	Damage	Hands	Properties	Price
Light weapon	1d3	Off	Finesse, thrown (range 5)	1 ss
Hand weapon	1d6	One	—	5 ss
Heavy weapon	2d6	Two	Cumbersome	1 gc
Katana	1d6 + 2	Two	Finesse	3 gc
Rapier	1d6	One	Finesse	1 gc
Shield	1d3	Off	Defensive +2	1 ss
Spear	1d6	One	Finesse, special	1 ss
Staff	1d6	Two	Finesse	5 cp
Unarmed strike	1	Off	Finesse	—
Improvised weapon	Varies	Varies	—	Varies

Ranged Weapons

Name	Damage	Hands	Properties	Price
Bow	1d6	Two	Ammunition (arrows), capacity 1, range 100	5 ss
Crossbow	2d6	Two	Ammunition (bolts), capacity 1, range 30, reload	1 gc
Grenade launcher	Varies	Two	Ammunition (grenades), capacity 1, range 200, reload	10 gc
Machine gun	4d6	Two	Ammunition (rounds), automatic, capacity 50, range 600, reload, targets Agility	50 gc
Machine pistol	2d6	One	Ammunition (rounds), automatic, capacity 30, range 35, reload, targets Agility	20 gc
Pistol	2d6	Off	Ammunition (rounds), capacity 13, range 25, reload, targets Agility	5 gc
Revolver	2d6	Off	Ammunition (rounds), capacity 6, range 50, reload, targets Agility	5 gc
Rifle	3d6	Two	Ammunition (rounds), capacity 1, range 200, reload, targets Agility	10 gc
Shotgun	2d6	Two	Ammunition (rounds), capacity 2, range 15, reload, special	10 gc
Sling	1d3	Off	Ammunition (stones), capacity 1, range 20	5 cp
Submachine gun	3d6	Two	Ammunition (rounds), automatic, capacity 20, range 250, reload, targets Agility	25 gc

Weapon Descriptions

Descriptions and special rules for the items on the weapons tables follow. For the purposes of talents, melee weapons count as basic weapons, and any weapon that has the finesse property counts as a swift weapon.

Bow: If your Strength is 11 or higher, you gain a +1 bonus to damage rolls on attacks you make with a bow.

Crossbow: This weapon packs more punch than a bow but takes longer to reload.

Grenade Launcher: This weapon fires a grenade out to a long distance. The grenade's effects depend on the type used (see "Explosives" below).

Hand Weapon: You can hold this weapon in one hand. Examples include swords, axes, baseball bats, knuckledusters, and machetes. If your Strength is 11 or higher, you gain a +2 bonus to damage rolls on attacks you make with these weapons.

Heavy Weapon: You must use two hands to wield a heavy weapon effectively. Examples include sledgehammers, picks, chainsaws, shovels, or street signs. If your Strength is 13 or higher, the weapon loses the cumbersome property.

Improvised Weapon: You can use any object as a weapon, even though it was never intended for use in this way. Old toilets, frying pans, or calcified babies are all examples of improvised weapons. The GM decides how you wield the object (off, one, or two), which also determines how much damage it deals. Off-hand improvised weapons deal 1 damage, one handed deal 1d3 damage, and two-handed deal 1d6. Attacking with an improvised weapon imposes 1 bane on your attack roll.

Katana: A katana is a long, curving sword with a single edge. If your Agility is 11 or higher, you gain a +1 bonus to damage rolls on attacks you make with it. If your Strength is 11 or higher, you can wield a katana in one hand and you gain a +1 bonus to damage rolls you make with it. These bonuses are cumulative.

Light Weapon: You can hold a light weapon in your off-hand and throw it.

Possibilities include hatchets, cleavers, knives, nunchaku, hammers, and chains. If either your Strength or Agility is 11 or higher, you gain a +1 bonus to damage rolls on attacks you make with these weapons.

Machine Gun: An automatic rifle, usually with belt-fed ammunition. This category includes a variety of light machine guns designed for an individual solder to fire without needing the aid of an assistant.

Machine Pistol: A handgun capable of automatic fire, such as the MAC-10 and Micro UZI.

Pistol: A handgun that automatically reloads after firing.

Rapier: This sword with a narrow blade is designed for speed and precision. This category also includes scimitars and short swords. If your Agility is 11 or higher, you gain a +1 bonus to damage rolls on attacks you make with it. If your Agility is 13 or higher, you can wield the weapon in your off hand.

Revolver: A firearm with a cylinder that holds rounds, which allows it to be fired several times between loading.

Rifle: A typical bolt-action rifle.

Shield: Designed for defense, a shield is usually strapped to your arm.

Shotgun: The rounds fired by a shotgun can be shot or slugs, which you decide when you load the weapon. Slugs work just like ordinary rounds.

When loaded with shot, the weapon releases a blast of pellets to cover a wide area. You aim the weapon at a point within 5 yards. You make the attack roll as normal, but you compare the result to everything within 1 yard of that point or that stands between you and that point.

Sling: A simple device designed to launch stones at high speeds.

Spear: If you have Strength 11 or higher, the weapon gains the Thrown (range 5) property.

Submachine Gun: A firearm capable of automatic fire, such as an UZI, M-16, or AR-15.

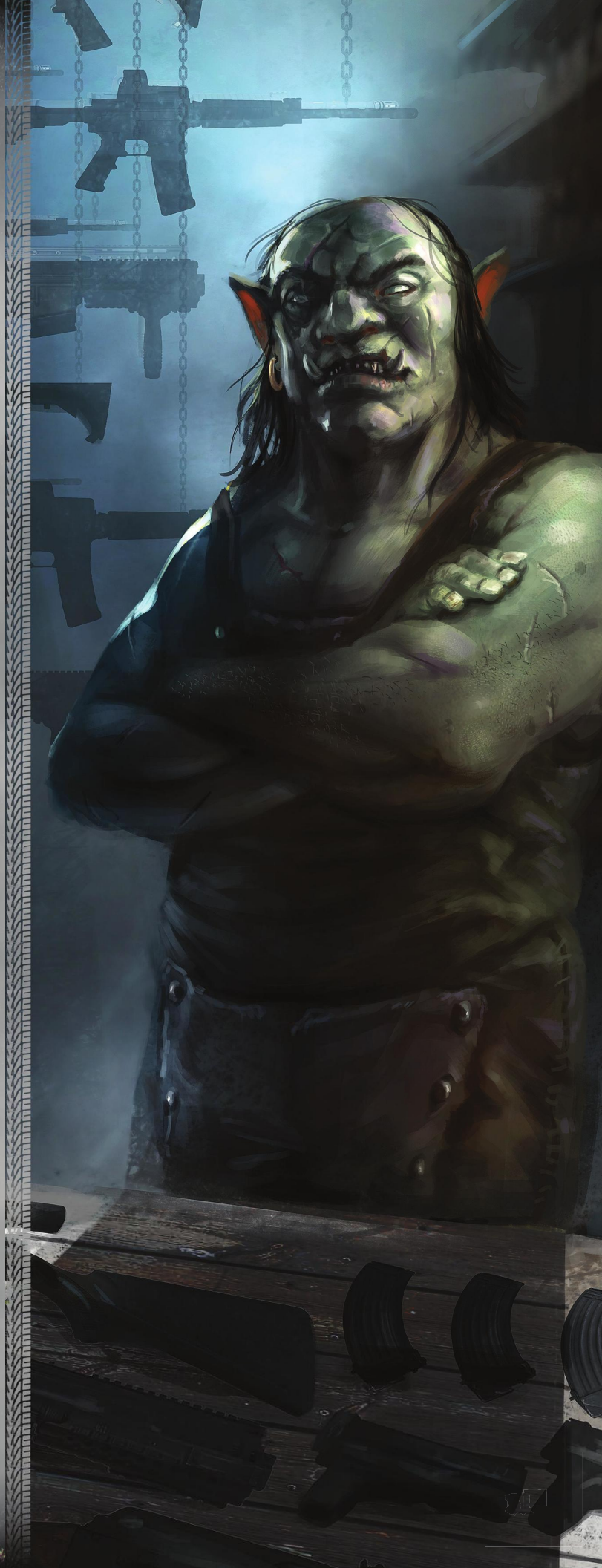
Ammunition

Many weapons require ammunition. While the game doesn't care too much about the exact types, you need to have rounds that are appropriate to the weapon. In other words, shotgun shells won't fit inside a pistol.

Firearms are ranged weapons that use rounds. Rounds include bullets, shotgun shells, and the like, but not specialized items such as grenades or tank shells.

Ammunition

Ammunition	Price
Arrow, bolt, or stone (20)	2 ss
Round (box of 50)	1 gc



Weapon Accessories

Many weapons benefit from having accessories, add-ons that are described here.

Weapon Accessories

Accessory	Price
Holster or sheath	5 cp
Laser gunsight	2 gc
Light	5 ss
Magazine (capacity varies; any weapon)	2 ss
Silencer	1 gc
Speed loader	1 ss
Telescopic sight	5 gc

Laser Gunsight: You can attach this device to any firearm and turn it on or off as a minor activity. The device shoots a beam of light at where the weapon is pointed. Using a laser gunsight grants 1 boon on attack rolls made using this weapon, though only for single shots.

Light: You can attach this device to the end of any firearm. Switching it on, which is a minor activity, causes it to emit light in a 20-yard-long cone. A light requires batteries to use and expends 1 point of power per hour it remains switched on.

Magazine: Machine guns, machine pistols, and submachine guns draw rounds from a magazine fitted into the weapon. Although the price is fixed for all magazines, they aren't interchangeable. You can't stick a magazine for a pistol into a submachine gun, for example. It takes 1 minute of work to load a magazine.

Silencer: You can affix a silencer to the end of a machine pistol, pistol, rifle, or submachine gun. When you attack with this weapon, the silencer suppresses the noise, making the attack inaudible beyond 5 yards.

Speed Loader: A speed loader makes reloading a revolver much faster, counting as a minor activity instead of an action. Pre-loading the speed loader, however, requires the use of an action.

Telescopic Sight: You can affix this device to a rifle or submachine gun. When you attack with the weapon, using a single shot only, you ignore the bane imposed for a target beyond the weapon's normal range.

Special Weapons

In addition to the normal weapons one might find, there a few unusual weapons that have special rules.

Special Weapons

Weapon	Price
Flamethrower	5 gc
Pepper spray	5 cp
Rocket launcher	50 gc
Stun baton	2 gc
Stun gun	3 gc

Flamethrower: This two-handed weapon consists of a nozzle with a trigger, and a hose extending from the nozzle and attaching to a 5-gallon fuel tank normally strapped to the back. It takes a minor activity to ignite or extinguish the flame on the nozzle. Once it is ignited, you can use an action to expend 1 gallon of fuel and loose a burning stream along a 1-yard-wide path up to 80 yards in length. Everything in the area takes 2d6 damage and catches fire (*Shadow*, page 201). A creature that gets a success on an Agility challenge roll takes half the damage and does not catch fire.

A flamethrower is dangerous to use. When a creature gets a 20 or higher on an attack roll against you and beats the target number by 5, the tank explodes in a radius out to a number of yards equal to the uses remaining in the tank. It also explodes if the total of your challenge roll to resist a damaging effect is 0 or less. Everything in the area takes 2d6 damage per use of fuel remaining in the tank.

Pepper Spray: You can use an action with this hand weapon to shoot a stream of stinging mist at one target creature within short range. The target must make an Agility challenge roll, and makes the roll with 1 bane if it's within 2 yards of you. On a failure, the target takes 1d3 damage and becomes blinded for 1 minute. A creature can remove the blinded affliction by using an action to flush the affected creature's eyes and face with water.

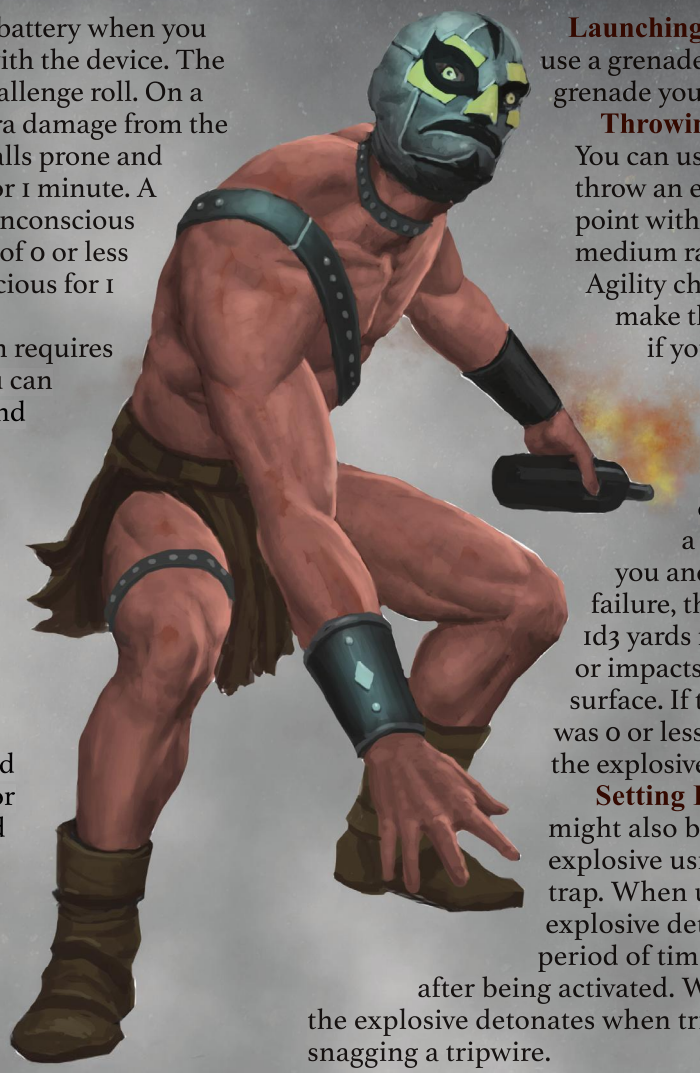
Pepper spray has 3 uses and cannot be reloaded.

Rocket Launcher: A rocket launcher is an anti-tank weapon fired once and then discarded. It consists of a tube containing a rocket. You fire the heavy weapon using an action and choose a point within 500 yards. The rocket flies from the tube, detonating when it reaches that point or impacts against a solid surface. The rocket explodes in a 5-yard radius, dealing 5d6 + 20 damage to creatures in the area and 50 damage to objects in the area. A creature that gets a success on an Agility challenge roll with 1 bane takes half damage.

Stun Baton: A length of metal and plastic capable of delivering an electrical charge, a stun baton counts as a hand weapon. If you equip it with a battery,

you can expend a use from the battery when you get a success on an attack roll with the device. The target must make a Strength challenge roll. On a success, the target takes 1d3 extra damage from the shock. On a failure, the target falls prone and becomes dazed and impaired for 1 minute. A target already dazed becomes unconscious instead. A target that gets a roll of 0 or less automatically becomes unconscious for 1 minute.

Stun Gun: This hand weapon requires a battery. While wielding it, you can use an action to expend a use and launch electrodes at one target creature within short range. The target must make an Agility challenge roll with 1 bane, or 2 banes if it is within your reach. On a failure, the electrodes hit the target, which takes 1d3 damage from the jolt of electricity and must make a Strength challenge roll. On a failure, the target falls prone and becomes dazed and impaired for 1 minute. A target already dazed becomes unconscious instead. A target that gets a roll of 0 or less automatically becomes unconscious for 1 minute.



Explosives

Explosives include everything from sticks of dynamite to grenades.

Using Explosives

You can use explosives in several ways: You can fire them from a grenade launcher (grenades only), throw them, or set them. Explosives that are launched or thrown detonate when they reach the target point or impact against a solid surface.

Explosives

Explosive	Price
Dynamite, stick	5 ss
Grenade, concussion	1 gc
Grenade, fragmentation	1 gc
Grenade, illumination	5 ss
Grenade, incendiary	1 gc
Grenade, smoke	5 ss
Grenade, stun	1 gc
Grenade, tear gas	1 gc
Molotov cocktail	5 cp (see text)
Suicide vest	1 gc

Launching Grenades: You can use a grenade launcher to fire any grenade you load into it.

Throwing Explosives: You can use an action to throw an explosive to a target point within short range or medium range. Make an Agility challenge roll. You make the roll with 1 bane if you choose a point beyond short range. On a success, the explosive lands on the target point or impacts against a surface between you and that point. On a failure, the explosive lands 1d3 yards from the target point or impacts against a solid surface. If the total of your roll was 0 or less, you instead drop the explosive at your feet.

Setting Explosives: You might also be able to set an explosive using a timer or trap. When using a timer, the explosive detonates after a period of time, usually 1 round, after being activated. When used in a trap, the explosive detonates when triggered, such as by snagging a tripwire.

Dynamite: Dynamite can be detonated using a fuse of varying length or a detonator. A fuse normally burns for 1 minute, but you can cut it down for faster detonation. If you use a detonator, the explosive detonates when you use an action to depress the lever, squeeze the trigger, or take a similar action. Detonators have a range of up to 100 yards.

When the dynamite detonates, it explodes in a 2-yard radius and everything in the area takes 2d6 damage. A creature that gets a success on an Agility challenge roll takes half the damage.

Grenade, Concussion: A concussion grenade releases a tight blast of damaging force. Everything within a 2-yard radius centered on the point of explosion takes 3d6 damage. A creature that gets a success on a Strength challenge roll takes half the damage.

Grenade, Fragmentation: A fragmentation grenade hurls shrapnel in all directions. Everything within a 5-yard radius centered on the point of explosion takes 4d6 damage. A creature that gets a success on an Agility challenge roll takes half the damage.

Grenade, Illumination: An illumination grenade emits white, green, or red light when it explodes.

Until the end of the round, the light turns darkness to shadows within 20 yards of the point of explosion and shadows to lit within 5 yards of it.

Grenade, Incendiary: An incendiary grenade explodes to release a fiery substance in a 5-yard radius. Everything in the area takes 2d6 damage and catches fire (*Shadow,* page 201). A creature that gets a success on an Agility challenge roll takes half the damage and does not catch fire.

In addition, smoke issues from the burning substance and heavily obscures the area. At the end of each round after detonation for 1d6 rounds, the smoke spreads 2 yards in all directions. The smoke lingers for 10 minutes or until dispersed by wind.

Molotov Cocktail: You don't normally buy Molotov cocktails so much as make them from salvage. A typical example is a bottle filled with gasoline or alcohol with a fuel-soaked rag stuffed down the neck. Each cocktail requires a glass container and a quarter-gallon of fuel.

Lighting the rag and throwing the bottle takes an action. When the lit cocktail strikes a solid surface, it explodes in a 2-yard radius from that point, dealing 1d6 damage to everything in the area. A creature that gets a success on an Agility challenge roll takes no damage, while a creature that gets a 0 or lower catches fire.

Grenade, Smoke: When it explodes, a smoke grenade spews smoke in a color you choose when you acquire it for 1d6 + 3 rounds. At the end of each round, the smoke spreads 2 yards out from the point of explosion and heavily obscures its area. The smoke lingers for 10 minutes or until dispersed by wind.

Grenade, Stun: Nonlethal weapons, stun grenades work by disorienting enemies with loud noise and blinding light. When the grenade explodes, each creature within 3 yards of the point of explosion must make a Strength challenge roll. A creature becomes blinded and deafened for 1d6 rounds and impaired for 1d6 minutes on a failure. If the total of the challenge roll is 20 or higher, the creature is not affected.

Suicide Vest: This vest is fitted with explosives designed to blow up the wearer and everything nearby when detonated. You can detonate the vest as a minor activity. As well, each time you take damage while wearing the vest, roll a d6. On an odd number, the vest detonates.

When the vest detonates, it explodes in a 5-yard radius centered on a point in your space, dealing 4d6 damage to everything in the area. If you are wearing the vest, it kills you instantly. Creatures in the area that get a success on an Agility challenge roll take half the damage.

Grenade, Tear Gas: The grenade releases a chemical irritant in a cloud that partially obscures its area for 1d6 + 3 rounds. At the end of each round, the cloud expands 2 yards in all directions from the point of explosion (to a maximum of 10 yards). The cloud lingers for 10 minutes or until dispersed by wind. When the cloud appears, and at the end of each round until it dissipates, each breathing creature in the area must get a success on Strength challenge roll or become impaired for as long as it remains in the area and for 1 minute after. A creature already impaired instead becomes blinded for the duration.

Clothing and Armor

Characters can generally wear any clothing they want, since there's plenty left just lying around. From a bloody wedding dress to a clown costume and everything in between, clothes cover the body but offer no special protection. Clothing designed to protect its wearer—armor—is somewhat less common and is expensive.

Armor Properties

The **Armor** table below contains a number of entries, whose descriptions follow. Armor and other clothing's Size is equal to that of the person it was designed to fit.

Type

Armor comes in three different types: light, medium, and heavy.

Light Armor: Lightweight and flexible, this armor is designed to protect the vitals without interfering with the wearer's movement.

Medium Armor: Offering superior protection, medium armor is a bit more cumbersome, imposing 1 bane on Strength challenge rolls made to move.

Heavy Armor: The best protection is also the most cumbersome. While wearing heavy armor, you take a –2 penalty to Speed and the armor imposes 2 banes on Strength challenge rolls made to move.

Requirements

While anyone can wear any form of armor, failing to meet the Strength requirement imposes a –2 penalty to Speed and 1 bane on all Strength and Agility attack rolls and challenge rolls.

Defense

While wearing the armor, you replace your normal Defense with that provided by the armor.

Armor

Name	Defense	Price
Light Armor (Requires Strength 10 or higher)		
Leather	Agility + 2	5 ss
Undercover vest	Agility	3 gc
Medium Armor (Requires Strength 12 or higher)		
Mail	15	1 gc
Tactical vest	Agility + 1	5 gc
Heavy Armor (Requires Strength 14 or higher)		
Full body armor	15	40 gc
Plate	17	5 gc

Armor Descriptions

Descriptions for common forms of armor follow. You can wear armor over clothing.

Full Body Armor: This modern suit of armor fully covers the body with reinforced materials to protect against blunt-force trauma. The suit includes a helmet with visor, and its carapace components fully protect the torso and limbs. While wearing full body armor, you take half damage from firearms when the attack roll is a success but does not exceed 20.

Leather: This body armor protects the vitals with thick leather. It usually includes a breastplate or reinforced jacket, leggings, and a cap. Leather can also include animal hides or armor of a similar weight constructed from different materials. In fact, most suits of "leather" armor are made from scavenged items, so it's common to see football pads, shin guards, a welding helmet, and similar gear in their makeup.

Mail: A complete mesh suit made from metal links, rings, or scales, mail covers the head, torso, arms, groin, and legs. The armor comes with a padded suit worn underneath to cushion blows from bludgeoning weapons and to make wearing the armor more comfortable.

Plate: An archaic suit of armor consisting of metal plates worn over a suit of mail and padding. The armor encases the wearer completely and includes a helmet.

Tactical Vest: A tactical vest protects vitals from bullets. While wearing the vest, you take half damage from firearms when the attack roll is a success but does not exceed 20.

Undercover Vest: This lightweight vest designed to stop bullets can be worn under clothing. While wearing the vest, you take half damage from firearms when the attack roll is a success but does not exceed 20.

Computers

The Cataclysm ended the digital age. The Internet has largely collapsed following the widespread destruction. Furthermore, lack of reliable power has rendered desktop and laptop computers largely useless, while cellphones and tablets eventually ran out of battery charge. It is possible to access what's left of the Internet, but such access should be rare, limited, and possibly the objective of an entire adventure.

New Gear

All the items described in *Shadow* are available in the World of Fire and Blood, along with the following new items.

Gear

Item	Price
Binoculars (30x magnification)	1 gc
Bolt cutter	2 ss
Camcorder*	3 gc
Camera*	2 gc
Climbing gear	5 gc
Cigarettes, pack of 20	1 ss
Compass	8 ss
Duct tape, 50 yards	1 ss
Fire extinguisher	1 gc
Flare	1 ss
Flashlight*	2 ss
Gas mask	2 ss
Generator	5 gc
Metal detector	1 gc
Night-vision goggles*	3 gc
Portable stove	1 gc
Radiation suit	1 gc
Walkie-talkie, pair	1 gc
Zip-ties (25)	1 cp
*Uses batteries	

Gear Descriptions

Most items work as you expect them to. Any item that has special rules is described below.

Camcorder: A digital video recorder with 30x/60x magnification, optical/digital. You can record up to 1 hour of footage for 2 points of power. You can store up to 2 hours of footage per card. Extra cards cost 1 gc each.

Camcorders use batteries. You have to replace them each time your group level increases.

Camera: This quality camera comes with a roll of film with 24 exposures. You can buy a box of four rolls

for 1 ss, in color or black and white. Alternatively, you can get a digital camera for the same price with a card that has a similar storage capacity.

Cameras use batteries. You have to replace them each time your group level increases.

Climbing Gear: This set of tools makes climbing easier, granting 2 boons on challenge rolls made to climb.

Fire Extinguisher: You can use an action to spray fire-retardant foam from the device's nozzle. The foam extinguishes all flames in an 8-yard-long cone originating from a point in your space. Sighted creatures in the area must get a success on an Agility challenge roll or become impaired for 1 round.

Flare: You can use an action to light the flare, causing it to burn for 15 minutes. The flare emits light in a 2-yard radius.

Flashlight: A flashlight uses batteries, and each hour of use expends 2 points of power. It emits a line of light 1 yard wide and up to 20 yards long. Some flashlights have different settings, letting you emit a line half as long as the cone.

Generator: A large engine that converts fuel to power, this device is quite heavy, though it can be dragged about on its wheels. The generator can hold up to 1 gallon of fuel, which lets it run for 8 hours. The generator can power all kinds of objects connected to it and can recharge batteries at the rate of 1 point per hour.

Metal Detector: A metal detector uses batteries, expending 2 points of power per hour of use. It pings when it detects coin-sized metal objects buried up to 8 inches deep, or larger objects up to 2 feet deep.

Night-Vision Goggles: The goggles confer the Darksight trait, but everything appears green. The goggles use batteries and expend 1 point of power per hour of use.

Radiation Suit: While wearing this full-body covering, as long as it is intact, you are immune to the effects of radiation (see **chapter 4**). If you take any damage, roll a d6. On an odd number, the suit tears and is ruined.

Walkie-Talkie: Sold in pairs, they have a maximum range of 3 miles. Walkie-talkies use batteries, each expending 1 point of power per hour of use.

Drugs

With all the horrors at large in the World of Fire and Blood, it's no wonder that people turn to mind-altering substances to help them cope. Of course, drugs also make them more vulnerable to those horrors; befuddlement by a chemical interferes with a person's ability to respond to danger. Still, if there's a chance for escape, even for only a few moments, people will take it. There are all kinds of drugs, but they have more or less the same effects in the game. Drugs of any kind sell for 2 ss per dose.

When you take a dose of a drug, you become impaired for 1d6 hours. If you are already impaired, you must get a success on a Strength challenge roll or become defenseless for as long as you would be impaired. If the total of the roll was 0 or less or you were already defenseless, you become unconscious instead.

When the drug wears off, you must make a Will challenge roll. If the total of your roll is 20 or higher, the drug removes 1 Insanity. On a failure, you gain 1 Insanity, or 1d3 Insanity if the total of your roll was 0 or less.

In addition, each time you use a drug, you are at risk of addiction. Make a Strength challenge roll the next time you complete a rest. On a failure, you become addicted and are subject to deprivation as if the drug were food (*Shadow*, page 200). When you make the Strength challenge roll to resist the effects of deprivation and the total of your roll is 20 or higher, you overcome your addiction.

Vehicles

There are plenty of vehicles in the ruins, but few of them work, having been picked over for salvage or damaged beyond repair. Operable vehicles are in high demand, since they are invaluable for surviving in the World of Fire and Blood.

Vehicle statistics are all presented in the **Vehicles** table, which tells you the basic information you need to know to use them in the game. For complete rules on using vehicles, see the next chapter.

Some vehicles, such as trucks, cars, and the like, have heaters, which grant 1 boon to challenge rolls made to resist the effects of exposure to cold temperatures. As well, all vehicles come with headlights, which normally shed light in 50-yard cones.

Vehicle Statistics

All vehicles are objects with some special statistics.

Most land vehicles travel on tires, but tanks, train engines, and train cars do not.

Attributes: Vehicles have Strength and Agility 0 and do not have Intellect or Will scores. A vehicle under the control of a creature replaces its Agility with the controlling creature's Agility – the vehicle's Size.

Vehicles

Name	Price	Size	Space	Health	Max Speed (a/d)	Capacity (mpg)	Crew	Handling	Cargo
Armored truck	2,500 gc	4	3 × 6	40	68 (16/8)	63 (10)	1 driver	2 banes	10
ATV	80 gc	1	1 × 2	10	72 (32/24)	5 (42)	1 driver	1 boon	1
Box truck	450 gc	6	5 × 8	60	72 (16/12)	57 (8)	1 driver	4 banes	10
Buggy	25 gc	4	3 × 6	40	90 (24/12); off	12 (30)	1 driver	—	2
Bus or camper	850 gc	7	5 × 10	70	72 (16/8)	80 (6)	1 driver	5 banes	30
Compact auto	170 gc	4	3 × 5	40	90 (32/24)	12 (35)	1 driver	—	4
Dirt bike	6 gc	1	1 × 1	10	48 (48/32)	2 (60)	1 driver	1 boon	1/2
Helicopter	12,000 gc	8	3 × 13	60	204 (40/40); flier	215 (1.5)	1 pilot	†	14
Interceptor	500 gc	4	3 × 5	40	140 (48/40)	18.5 (28)	1 driver	—	4
Limousine	800 gc	6	3 × 10	60	90 (32/16)	25 (16)	1 driver	3 banes	10
Motorcycle	10 gc	1	1 × 2	10	130 (64/48)	5 (44)	1 driver	1 boon	1
Pickup truck	400 gc	4	3 × 6	50	90 (32/16)	23 (24)	1 driver	1 bane	8
Prop plane	1,800 gc	10	12 × 9	50	204 (56/16); flier	42 (18)	1 pilot	1 bane	4
Sedan	250 gc	4	3 × 6	40	130 (48/32)	20 (30)	1 driver	—	6
Speedboat	30 gc	4	3 × 5	40	56 (32/12); water	18 (4)	1 pilot	1 boon	6
Sports car	300 gc	4	3 × 5	40	172 (64/48)	20 (30)	1 driver	1 boon	3
Station wagon	250 gc	4	3 × 6	40	80 (32/24)	2030)	1 driver	—	6
SUV	450 gc	4	3 × 6	40	114 (32/24)	20 (24)	1 driver	1 bane	8
Tank*	5,000 gc	5	4 × 7	60	68 (16/8); off	63 (10)	1 driver	2 banes	10
Tractor trailer	1,000 gc	15	5 × 25	150	90 (16/12)	300 (6)	1 driver	4 banes	50
Train engine	10,000 gc	15	5 × 25	250	122 (16/8)	5,000 (48)	1 driver 2 engineers	—	2
Train car	500 gc	15	5 × 15	150	—	—	—	—	50
Van	300 gc	4	3 × 6	40	80 (32/24)	25 (20)	1 driver	1 bane	12

*Takes half damage from weapons.

*Comes equipped with a tank gun mounted on a swivel turret. A tank also takes half damage from all sources.

†A creature with the pilot profession treats the vehicle as having 1 bane for handling. Otherwise, treat the vehicle as having 5 banes for its handling.

Immune: All vehicles are immune to afflictions and attacks that target Intellect, Will, or Perception.

Price: The typical price for a vehicle in working condition. For each 10 points by which you reduce the vehicle's Health, you can take 10 percent off the vehicle's price.

Size: The vehicle's Size.

Defense: All vehicles have a Defense of 5. A moving vehicle under the control of a creature replaces its Defense score with a new score equal to the creature's Agility – 5 (minimum 5). A moving armored truck under the control of a creature with Agility 12 would have Defense 7, for example.

Space: The actual space the vehicle takes up.

Health: The vehicle's Health.

Max Speed (a/d): The vehicle's maximum Speed, expressed as miles per hour (mph). In addition, the vehicle also has an **acceleration** and **deceleration** rate, which are expressed as numbers separated by a slash in parentheses after this number. See the next chapter for details on Speed, acceleration, and deceleration.

Some vehicles have special modes of movement.

Flier: The vehicle can fly.

Off: The vehicle ignores the effects of moving off-road.

Water: The vehicle can move only on liquid surfaces.

Capacity: The amount of fuel in gallons the vehicle can hold and the typical distance it can travel on a gallon (noted parenthetically).

Crew: The number of people required to operate the vehicle and the profession required. A creature without that profession makes challenge rolls to control the vehicle with 1 bane (for driver) or 4 banes (for pilot), in addition to any boons or banes from the vehicle's handling.

Handling: The number of boons granted or banes imposed on Agility challenge rolls made to control the vehicle (see **chapter 3**). A "—" indicates no boons or banes.

Cargo: The total Size of cargo the vehicle can carry. For example, a vehicle with Cargo 5 could hold creatures and objects whose total Size is 5 or less.

Vehicle Extras

The following useful items can be added to a vehicle. Decorations such as fuzzy dice, seat covers, a collection of small stuffed animals, air fresheners, skulls, or cool leather steering wheel covers cost a few shillings each.

Vehicle Extras

Vehicle	Size	Price
Jerrycan	1/2	5 ss
Scanner*	1/4	2 gc
Sound system	1/4	2 gc
Spotlight*	1/4	1 gc
Tire	1/4	2 gc
Two-way radio*	1/4	1 gc

*Uses batteries. You must replace the batteries each time your group level increases.

Jerrycan: This can be stored inside the vehicle or mounted on the outside. A jerrycan can hold 5 gallons of fuel.

Scanner: The scanner can pick up radio signals from a distance of up to 2d6 × 5 miles.

Sound System: This can be a CD player, tape deck, 8-track, MP3 player, or something similar. Each vehicle comes with one album from your favorite metal band.

Spotlight: A floodlight mounted on the car, it emits light in a 50-yard cone. The spotlight can be pointed in a different direction as a minor activity.

Two-Way Radio: Your very own CB radio! It has a range of up to 20 miles based on terrain.

Vehicle Upgrades

Getting your wheels is one thing. Keeping them is something else entirely. Vehicle upgrades can improve a vehicle's performance and survivability. A vehicle cannot have more upgrades than its Size, and it takes 1d3 days of work to install an upgrade.

Armor: You can affix armored plating to a vehicle. You can do this multiple times, each time increasing the vehicle's Defense by 2 and Health by 5 per point of its Size. However, each time you also decrease the vehicle's maximum Speed by 4, its acceleration by 2, and its deceleration by 1.

Body Spikes: Welding sharp, pointy things to the vehicle's body makes it uninviting to enemies who might board. Creatures rammed by this vehicle take 1d6 extra damage. Creatures jumping onto the vehicle must get a success on an Agility challenge roll or take 1d6 damage from the spikes.

Vehicle Upgrades

Vehicle	Price
Armor	×50%
Body spikes	×25%
Brakes, improved	×25%
Caltrops	1 gc
Chassis, improved	×50%
Engine, Improved	×100%
Extra fuel tank	20 gc
Fixed mount	10 gc
Nitro tank	100 gc
Oil jet	5 gc
Ram plate	50 gc
Suspension, improved	×100%
Suspension, off-road	×200%
Swivel mount	50 gc
Turret mount	100 gc
Weapon link	30 gc

Brakes, Improved: You can replace the vehicle's brakes with better ones. Improved brakes increase the deceleration rate by one-quarter (minimum 1).

Caltrops: A creature inside the vehicle can use an action, or a triggered action on its turn, to release caltrops onto the road behind the vehicle. The released caltrops cover an area that's 5-yards long and as wide as the vehicle. That area counts as difficult terrain, and a creature controlling a vehicle with tires that moves across it must get a success on an Agility challenge roll or blow 1d3 + 1 tires and lose control. You can use these caltrops once.

Chassis, Improved: Improving the vehicle's chassis increases the number of upgrades it can bear by 2.

Engine, Improved: An improved engine increases the vehicle's maximum Speed and acceleration by one-quarter each (minimum 1).

Extra Fuel Tank: This upgrade doubles the vehicle's fuel capacity.

Fixed Mount: A fixed mount allows you to bolt a weapon onto the vehicle. It points the weapon in a direction chosen when the mount is installed. Any creature in the vehicle can use an action, or a triggered action on its turn, to attack with one mounted weapon. A weapon attached to a fixed mount can be fired just once per round.

Nitro Tank: A nitro tank allows a vehicle to rapidly accelerate. A creature inside the vehicle can activate the nitro tank as a minor activity, which increases the vehicle's current Speed by 3d6; this can exceed its maximum. The vehicle remains at this Speed until the creature controlling it decelerates or for 1 minute, after which time it automatically slows by its deceleration rate and can no longer exceed its maximum Speed.

Oil Jet: A creature inside the vehicle can use an action, or a triggered action on its turn, to cause oil to spray out onto the road behind the vehicle, creating a 20-yard-long slick that's as wide as the vehicle. The slick counts as difficult terrain, and a creature controlling a vehicle that moves across it must get a success on an Agility challenge roll with 2 banes or lose control. The oil jet cannot be used again until reloaded, which takes 10 minutes of work and 1 gc worth of fuel.

Ram Plate: Bars or a heavy piece of sheet metal installed on the front of the vehicle, a ram plate allows the equipped vehicle to deal 2d6 extra to targets it rams. A ram plate can be installed only on Size 3 or larger vehicles, and it reduces the maximum Speed by 4. You can't install a ram plate on aircraft.

Suspension, Improved: Improving the vehicle's suspension improves its handling by 1 boon. You can apply this upgrade only to vehicles with tires.

Suspension, Off-Road: The vehicle gains the off-road trait.

Swivel Mount: A swivel mount allows you to bolt a weapon onto a Size 3 or larger vehicle. The mount gives the weapon a 180-degree firing arc determined when the weapon is installed. A creature on or in the vehicle acting as a gunner can use an action to attack with the weapon.

Turret Mount: A turret mount allows you to bolt a weapon onto a Size 4 or larger vehicle. The mount gives the weapon a 360-degree firing arc and grants the creature operating it—the gunner—half cover. The gunner can use its own movement to turn the turret and use an action to attack with the weapon. A turret mount counts as two upgrades.

Weapon Link: A weapon link lets a creature attack with two weapons mounted on the vehicle. It can link only two weapons, which must be attached to fixed mounts.

Vehicle Weapons

The roads of the World of Fire and Blood are anything but safe. Wise scavengers invest in weapons to protect their vehicles.

Other Ranged Weapons: You can attach a flamethrower or weapons that use projectiles to a vehicle using a fixed, swivel, or turret mount. The weapon has to be adapted to fit the mount, which increases its price by 50 percent, but otherwise functions as a normal weapon of its kind.

Ballista: Essentially a giant crossbow, it hurls bolts that resemble harpoons or spears.

Heavy Machine Gun: A bigger, nastier version of the machine gun, it's so heavy that it must be mounted on a tripod or vehicle.

Tank Gun: This cannon can be mounted only on a turret on a Size 5 or larger vehicle. When the shell hits its target or impacts against a solid surface, it explodes in a 20-yard radius, dealing the weapon's damage to everything in the area. A creature that gets a success on an Agility challenge roll takes half the damage.

Vehicle Weapons

Name	Damage	Hands	Properties	Price
Ballista	3d6	Vehicle	Ammunition (bolts), range 50, reload	5 gc
Heavy machine gun	6d6	Vehicle	Ammunition (rounds), automatic, range 600, reload, shots 50, targets Agility	100 gc
Tank gun	10d6	Vehicle	Ammunition (shells), range 200, reload, special	1,000 gc
Shell		—	—	50 gc

Chapter 3: New Rules

Godless uses all the rules from the main book, but you'll need a few new ones for this setting.

Creating Items

It is possible to make new items from scavenged materials. To create an item, you need five things: salvage, tools, know-how, time, and a successful challenge roll. Sometimes this ability is called "madguyvering," especially when done on the fly.

Salvage: You need an amount of salvage—electrical or mechanical parts as appropriate to the item—whose value at least equals one-quarter the item's price.

Tools: You need a tool kit to build items.

Know-How: You need to know something about the item you're trying to create. For example, if you're a gunsmith, you could craft a shotgun. If you're a mechanic, you could build a car. If you lack the appropriate profession, the GM can impose banes or deem the task impossible.

Time: The GM decides if the item is small (a gun), medium (a suit of armor), large (a bike), or huge (a house or a car). A small item takes 1d6 hours to build, a medium item takes 1d6 days, a large item takes 1d6 weeks, and a huge item takes 1d6 months. You don't have to work on the item all at once; just track how long you spend working on it each time.

Challenge Roll: At the end of each time interval (hour, day, week, or month), make an Intellect challenge roll. You make this roll with 1 boon if salvage accounts for half of the item's price, or 2 boons if it totals three-quarters of the price. The GM might also impose banes for lacking a suitable profession. In any event, the result of your roll determines what happens.

Success with 20 or higher: You make great progress. Reduce the time needed by one interval.

Success: You make progress toward completing the item.

Failure: You make no progress. Add one more interval to the total time it takes to make the item.

Failure with 0 or less: You ruin the project and all the salvage you used is wasted.

Unreliable

Items made from salvage are not especially durable. If the result of an attack roll or challenge roll you make using the item is 0 or less, the item breaks into its component parts. (It can be rebuilt using the normal rules.)

Special Attacks

Creatures wielding firearms can make special attacks. Weapons that have capacity 2 or more can be used to double tap, while automatic weapons can be used to attack with burst fire or on full auto.

Double Tap

If you're wielding a firearm with capacity 2 or more and it has 2 pieces of ammunition loaded, you can use an action to double tap. You attack with the weapon twice, at either the same target or two different targets, provided they are within 2 yards of each other. You make each attack roll with 2 banes.

Burst Fire

If you're wielding a firearm with the automatic property and it has at least 5 pieces of ammunition loaded, you can use an action to burst fire at one target creature within range. Using the weapon in this way expends 5 pieces of ammunition. You make the attack roll with 2 banes. On a success, the target takes 2d6 extra damage.

Full Auto

If you're wielding a weapon with the automatic property and it has at least 10 pieces of ammunition loaded, you can use an action to attack on full auto. Using the weapon in this way expends 10 pieces of ammunition. You resolve the attack as follows.

Choose Area: Choose a cube of space up to 2 yards on each side originating from a point within your weapon's range.

Roll Damage: Roll the weapon's damage and apply the damage to everything in the area, though cover reduces the damage as follows.

Half Cover: Creatures and objects behind the cover take half damage and the cover takes half damage.

Three-Quarters Cover: Creatures and objects behind the cover take one-quarter damage and the cover takes three-quarters damage.

Total Cover: Creatures and objects behind the cover are completely protected and the cover takes the damage instead. However, damage remaining after the cover is destroyed is dealt to anything behind it.

Challenge Rolls: Creatures in the area can make Agility challenge rolls to reduce the damage. On a success, the creature takes half the damage (after reducing damage from cover), while a roll of 20 or higher means the creature takes no damage. Cover also grants boons to the roll, with half cover granting 1 boon and three-quarters cover granting 2 boons.

Vehicles

The *Demon Lord's Companion* introduced rules for using vehicles in the game. While those rules are sufficient for wagons and carts, and unpowered boats and ships, they fall a bit short when it comes to modeling engine-powered vehicles. You can use these rules instead for cars, trucks, and other vehicles with engines.

Operating Vehicles

In order for a vehicle to move, it needs an operator—a driver or a pilot. Of course, a vehicle can instead be pushed or pulled by draft animals, in which case it acts as a wagon or cart. An operator, however, can drive or pilot the vehicle as it was intended.

Entering and Exiting: You can freely move into and out of a vehicle through an open door, window, or hatch. Opening a closed portal is a minor activity, as normal.

Start your Engines: If you can reach the ignition, you can use an action, or a triggered action on your turn, to start the vehicle by switching on the ignition. Alternatively, you can start the engine as a minor activity by making an Agility challenge roll, but a failure indicates the vehicle cannot be started for 1 round.

Similarly, if you can reach the ignition, you can turn off the engine. If the vehicle is moving, it automatically decelerates by half its normal rate each round until it stops moving. You can choose to instead slow a vehicle that's been switched off using the normal deceleration rules.

If you don't have a key, you can attempt to start the vehicle by hotwiring it. Doing so takes 1 minute of work and a success on an Intellect challenge roll at the end of this time.

Controlling a Vehicle

If you're in the appropriate position inside the vehicle, such as behind the steering wheel, you can use an action to control the vehicle until the end of the round, or until you become incapacitated or are no longer in a position where you can operate the vehicle. If no creature controls a vehicle at the end of the round, it becomes uncontrolled (see "Uncontrolled Vehicles" below).

Alternatively, you can use a triggered action on your turn to control the vehicle, but you must make an Agility challenge roll to maintain control.

Challenge Rolls

Normally, using an action to control the vehicle results in an automatic success. However, bad weather, heavy enemy gunfire, or dangerous road conditions might all necessitate an Agility challenge roll at the GM's discretion. As well, you might have to make challenge rolls to maintain control when you or your vehicle takes damage, you perform a vehicle maneuver, or the vehicle moves across difficult terrain. Boons or banes from handling as well as other circumstances apply to this roll.

Vehicle Movement

Since engine-powered vehicles can move much faster than most creatures, they measure their Speed in miles per hour (mph). If you need to know how many yards a vehicle moves during a round, simply multiply the vehicle's current Speed by 5. So, a vehicle moving at 9 mph moves 45 yards, while a vehicle moving at 60 mph moves 300 yards.

Acceleration and Deceleration

Once per round, you can either accelerate or decelerate a vehicle you control. Accelerating increases the vehicle's Speed by a number of mph equal to its acceleration. Decelerating decreases the vehicle's Speed by a number of mph equal to its deceleration.

Gun It: You can increase a vehicle's Speed by 1½ times its acceleration. However, doing so imposes 1 bane on challenge rolls made to control the vehicle for 1 round.

Slam on the Brakes: You can decrease the vehicle's by 1½ times its normal deceleration, but you must make a challenge roll to maintain control after doing so.

Speed and Handling

The faster a vehicle moves, the harder it becomes to control. The **Speed and Handling** table shows the number of banes, if any, imposed on challenge rolls made to control the vehicle based on its current Speed.

Speed and Handling

Mph	Handling	Mph	Handling
0–20	—	61–80	3 banes
21–40	1 bane	81–100	4 banes
41–60	2 banes	101+	5 banes

Facing

You must keep track of the vehicle's facing. A vehicle has a front and a rear, and normally moves in the direction it's pointing. Most vehicles can move in reverse, but at no more than half their maximum Speed.

Reversing Direction: You can change the direction your vehicle moves, from forward to reverse or vice versa, whenever you establish control over the vehicle. If the vehicle is moving at 4 mph or less, it changes direction as desired. If the vehicle is moving faster, you must make an Agility challenge roll to maintain control. On a failure, the vehicle takes 1 damage per multiple of 4 by which its Speed exceeds 4 mph, and shuts off. On a success, the vehicle takes half the damage and changes direction. Reversing direction in this way counts as a maneuver (see "Maneuvers" following).

Difficult Terrain

Civilization's collapse has left roads and bridges to rot. Most roads are pitted and pocked, littered with rubbish, or choked with debris—abandoned or burned cars, fallen trees, rubble, or bodies. Vehicles are subject to the effects of difficult terrain, moving a distance equal to half their current Speed across such surfaces. As well, if terrain would normally require an Agility challenge roll to traverse, such as a patch of ice or an oil slick, you must make a challenge roll to maintain control. Surface conditions can also impose banes on this roll in addition to any required by the vehicle's handling and Speed.

Surface Conditions

Condition	Effects
Clear	—
Minor damage	1 bane
Major damage	1 bane, half maximum Speed*
Severe damage	2 banes, one-quarter maximum Speed*
Destroyed	Counts as off-road (see below)

*If moving faster than this Speed, the operator must make an Agility challenge roll to maintain control. The vehicle automatically decelerates by 3d6 mph until it reaches the new maximum Speed.

Minor Damage: Potholes, cracks, some debris.
Major Damage: Large holes, eroded edges, considerable debris.
Severe Damage: Missing chunks of road, upheaved sections, abundant debris.

Off-Road

Most automobiles were built to travel across paved surfaces, so when they move off-road, they become more difficult to control. When a vehicle moves off-road, the operator must make an Agility challenge roll to maintain control. In addition, the vehicle automatically decelerates by 3d6 mph each round until it reaches half its maximum Speed, which is the fastest it can move off-road. Finally, while driving off-road, challenge rolls to control the vehicle (including the initial one) are made with 1 bane.

Maneuvers

If you have established control over the vehicle, you can perform one or more maneuvers at the end of the round while it is moving. Some maneuvers require challenge rolls to maintain control. Furthermore, each maneuver performed after the first requires a challenge roll to maintain control.

If you lose control of a vehicle while performing a maneuver, the maneuver fails and the GM immediately rolls on the **Uncontrolled Vehicle Effects** table to determine what happens.

Ascend or Descend

If you're piloting a plane or helicopter, you can ascend or descend, moving diagonally up or down.

Sideslip

You can move your vehicle diagonally to the left or right without changing facing.

Turn

You can turn the vehicle to change its facing, by reducing its Speed by 1d6 mph per turn executed. Each turn you attempt after the first requires a challenge roll to maintain control.

45 Degrees: If the vehicle is moving at 40 mph or less, you can automatically turn to face one of the forward diagonals (a 45-degree turn). At faster speeds, you must make a challenge roll to maintain control.

90 Degrees: If the vehicle is moving at 25 mph or less, you can automatically turn to change your facing to the left or right. At faster speeds, you must make a challenge roll to maintain control.

Bootleg

You can force the vehicle to suddenly reverse facing and stop moving by performing the bootleg maneuver. You must be moving at 25 mph or faster and must make a challenge roll to maintain control with 1 additional bane. On a success, your vehicle comes to a stop facing the opposite direction. On a failure, in addition to becoming uncontrolled, the vehicle changes facing to a random direction and its current Speed is halved.

Swerve

When you would encounter a road hazard or obstacle, you can swerve to avoid it by getting a success on a challenge roll to control the vehicle.

Jump

If your vehicle moves up a ramp or similar object, it flies into the air and then lands. When the vehicle lands, you must make a challenge roll to maintain control.

Ram

You can ram a target creature or object by entering its space and making an Agility attack roll against the target's Agility. To ram another moving vehicle, make the attack roll against the Agility of the creature controlling the target. On a success, you collide. See "Collisions," below.

Sideswipe

You can swerve your vehicle so that it slams into the side of another vehicle. You must make an Agility attack roll against the Agility of the creature controlling the target vehicle. On a success, your vehicle takes 1d6 damage and the target vehicle takes 1d6 damage plus 1d6 extra damage per point of Size your vehicle is larger than the target. In addition, the creature controlling the target vehicle must get a success on an Agility challenge roll to main control.

Shake Off

If you have unwanted passengers clinging to the outside of your vehicle, you can attempt to shake them off. Each creature on the outside of the vehicle must get a success on a Strength challenge roll (if it was hanging on) or Agility challenge roll (if balancing) or fall off. Banes from the vehicle's Speed and from terrain apply to this roll.

Uncontrolled Vehicles

At the end of each round, the GM rolls 3d6 for each uncontrolled moving vehicle and consults the following table to determine what happens.

Uncontrolled Vehicle Effects

3d6*	Effect	3d6*	Effect
3	Rolls	13–15	Drifts
4–5	Slides	16–17	Slides
6–8	Drifts	18	Spins
9–12	Slows		

Drifts: The vehicle performs a sideslip to the right or left (equal chance of either), decelerates by its deceleration rate, and continues moving.

Rolls: The vehicle moves at half its Speed in the direction it was moving, flipping 1d6 + 1 times, and then stops. The vehicle takes 2d6 damage per time it flipped. Each creature inside the vehicle takes half the damage, or one-quarter damage with a success on an Agility challenge roll. Any creature hanging on the outside of the vehicle or whose total on the Agility challenge roll was 0 or less is thrown 2d6 yards in the direction the vehicle was traveling, lands prone, and takes 1d6 damage per multiple of 2 yards it traveled this way.

Slides: The vehicle faces diagonally to its forward left or right, decelerates by twice its normal rate, and continues moving.

Slows: The vehicle decelerates by its normal rate and continues moving.

Spins: The vehicle spins to face a random direction, moves at half Speed in the direction it was facing before the spin, and then stops.

Collisions

A collision occurs when a moving vehicle strikes a target creature or object, dealing damage to both the vehicle and the target. The amount of damage depends on whether the target was stationary or moving. Creatures on or inside a vehicle take half the damage from the collision. A creature that gets a success on an Agility challenge roll halves the damage again.

Stationary Targets

Both the vehicle and the target take damage equal to half the vehicle's Speed. If the target is larger than the vehicle, the target takes half the damage. If it is smaller than the vehicle, the target takes double the damage. If the vehicle is larger than the target, the vehicle takes half the damage. If it is smaller than the target, the vehicle takes double damage.

Moving Targets

If the vehicle and the target collide after moving directly toward each other, add together half the Speeds of each. The vehicle and the target take damage equal to the total.

If the target was moving in the same direction as the colliding vehicle, subtract half the target's Speed from half the vehicle's Speed. The vehicle and the target take damage equal to the total.

Movement after Collisions

When a vehicle collides with the target, the vehicle's Speed is immediately halved. If the vehicle has movement left after this reduction, it can continue moving if the target was not secured in some way, and both the vehicle and the target move in the same direction. The GM might rule that targets far larger than the vehicle cannot be moved in this way.

Vehicular Combat

Vehicular combat works much as it does between creatures, with a few exceptions.

Positioning

When the combat starts, the GM determines the starting positions of each vehicle, based on what happened leading up the combat and common sense.

Chases

Vehicles move so fast that managing their movement can be difficult. Rather than moving vehicles across the terrain, you can instead move the terrain under the vehicles, adjusting their positions based on their relative Speeds. The easiest way to do this is during the end of the round when the vehicles would move. The fastest-moving vehicle stays put after performing any maneuvers. Each slower-moving vehicle moves a number of spaces equal to the difference between its own and the fastest vehicle's move. If a slower vehicle is in front of a faster vehicle, it would move toward the faster one, and, if behind, it would move away.

For example, say Johnny drives an interceptor down a crumbling interstate at 80 mph. In his rearview mirror, he sees three orcs on motorcycles crest a hill 300 yards behind him at 100 mph. The GM decides that combat starts and places the orcs 15 spaces behind Johnny's car. At the end of the round, since the orcs are moving faster than Johnny, they stay where they are on the map. Johnny is moving 20 mph slower than the orcs, so the GM moves his car 4 spaces toward the orcs and then notes any changes in the terrain.

After this, the next round begins.

Movement

All moving vehicles move at the end of each round, from the fastest to the slowest. For vehicles moving at the same Speeds, roll a d6 for each. The vehicle with the highest result goes first.

In vehicular combat, vehicles move in 20-yard increments instead of the 1-yard increments used by creatures. The number of increments a vehicle moves depends on its Speed in mph as shown on the **Vehicle Movement** table.

Vehicle Movement

MPH	Spaces	MPH	Spaces
0	0	77–80	20
0–4	1	81–84	21
5–8	2	85–88	22
9–12	3	89–92	23
13–16	4	93–96	24
17–20	5	97–100	25
21–24	6	101–104	26
25–28	7	105–108	27
29–32	8	109–112	28
33–36	9	113–116	29
37–40	10	117–120	30
41–44	11	121–124	31
45–48	12	125–128	32
49–52	13	129–132	33
53–56	14	133–136	34
57–60	15	137–140	35
61–64	16	141–144	36
65–68	17	145–148	37
69–72	18	149–152	38
73–76	19	+4	+1

Attacking from Vehicles

If you are in or on a moving vehicle, you attack as normal. However, your vehicle's Speed and the target's Speed can make attacking more difficult.

Stationary Targets: Find your vehicle's Speed on the **Speed Difficulty** table to determine the number of banes imposed on your attack roll.

Moving Target: If the target vehicle is moving in the same direction as you, subtract its Speed from your vehicle's Speed. Find the difference (the effective Speed) on the **Speed Difficulty** table to determine the number of banes imposed on your attack roll.

If the target is moving in a different direction from you, add half its Speed to your vehicle's Speed and find the sum (the effective Speed) on the table to determine the number of banes imposed on your attack roll.

Speed Difficulty

Speed	Banes
0–20	0
21–40	1
41–60	2
61–80	3
81–100	4

Attacking Vehicles

If you attack another vehicle from a moving vehicle, use the above guidelines. If you attack a vehicle from a stationary position, you make the attack roll with a number of banes determined by the vehicle's Speed (see the **Speed Difficulty** table).

Called Shots

Normally, the GM decides how many banes to impose on attack rolls (at least 2) when a creature makes a called shot and what happens on a success. This remains true when it comes to making called shots against vehicles. However, there are a few special rules based on the location targeted.

Lights: Shooting at a light imposes 3 banes on the attack roll. On a success, the vehicle takes one-quarter the damage and loses that light.

Tires: Shooting at a tire imposes 3 banes on the attack roll. On a success, the vehicle takes one-quarter the damage, decelerates by 2d6 mph, and halves its maximum Speed. In addition, the creature operating the vehicle must make an Agility challenge roll to maintain control. For each tire lost, halve the vehicle's new maximum Speed and add 1 bane to the vehicle's Handling.

Vehicle Damage

When a vehicle takes damage, each creature inside must make an Agility challenge roll. On a failure, the creature takes half the damage, or all the damage if the total of the roll is 0 or less. In addition, the operator must make a challenge roll to maintain control.

If damage destroys the vehicle, each creature inside takes half the damage taken by the vehicle (or one-quarter the damage with a success on an Agility challenge roll). The vehicle's wreckage then moves half its current Speed away from the source of the damage and stops (or falls if it was flying), creating an area of difficult terrain

on the ground in the space it occupies. Any creature inside the destroyed vehicle falls prone and must get a success on a Strength challenge roll or be thrown a number of yards equal to half the Speed at which the vehicle was traveling, in a direction away from the source of damage. A thrown creature takes damage on landing or impacting against a solid surface. The creature takes 1d6 damage plus 1d6 damage per multiple of 4 mph at which the vehicle was traveling before being destroyed.

Sinking Vehicles: A waterborne vehicle sinks when destroyed. It takes a number of rounds equal to the vehicle's Size to become completely submerged if the water is deep enough to cover it. Otherwise, the vehicle reaches the bottom in half this time. Creatures in the vehicle must succeed on Strength challenge rolls to swim away from the wreckage. Environmental conditions might impose 1 or more banes, at the GM's discretion.

Unreliable Vehicles

A vehicle with damage equal to or greater than half its Health becomes unreliable. A creature attempting to start an unreliable vehicle must roll a d6. On an odd number, the vehicle cannot be started for 1 round. As well, unreliable vehicles impose 1 bane on challenge rolls made to control them.

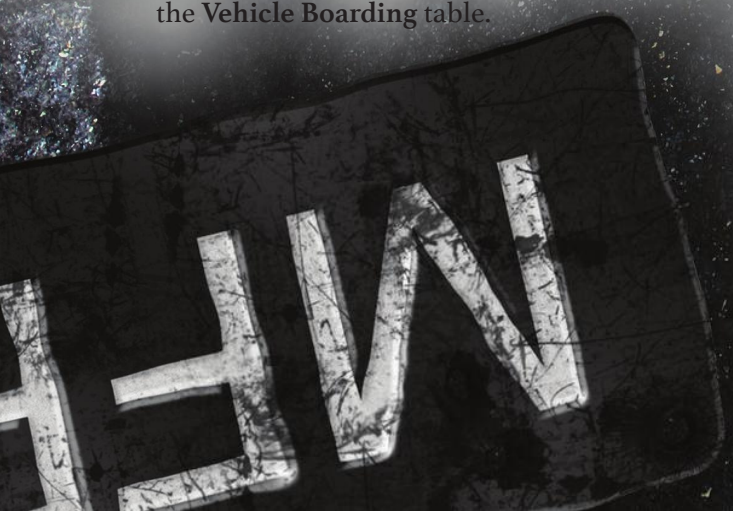
Attacking Passengers

Vehicles usually provide cover to their passengers. Typically, a vehicle provides three-quarters cover to creatures inside the vehicle. Creatures hanging on the outside of a vehicle might have half cover or none, as determined by the GM.

Boarding Vehicles

You can attempt to jump onto a moving vehicle using your movement, provided the other vehicle is within a few yards of you. You can also attempt to dive into an opening to the vehicle's interior, provided there is one.

Boarding a moving vehicle always requires a Strength challenge roll. You might make the roll with banes depending on the circumstances, as shown on the **Vehicle Boarding** table.



Vehicle Boarding

Circumstances	Banes
Jumping between vehicles	1 per 4 mph difference in Speed
Jumping from stationary position	1 per 4 mph
Vehicle moves over difficult terrain	1
Only one hand free	2
No hands free	4

On a success, you land prone on or in the vehicle. If the total of your roll is 20 or higher, you do not land prone.

On a failure, you fail to board the vehicle, land prone, and take 1d6 damage. If you made the attempt from a moving vehicle, you might take more damage (see "Exiting Moving Vehicles").

If the total of your roll was 0 or less, the vehicle strikes you. See "Collisions" above for the effects of being hit by a vehicle.

Exiting Moving Vehicles

You can exit a moving vehicle by moving or being moved out of its space. You land in a space of your choice within 1d6 yards of it. If the vehicle you're exiting is moving at 8 mph or less, make an Agility challenge roll. On a success, you exit the vehicle and can continue moving. On a failure, you fall prone and stop moving.

If you exit a vehicle moving faster than 8 mph, whether willingly or not, you fall prone and take damage equal to half the vehicle's Speed. If you get a success on an Agility challenge roll, you take half the damage.

Creatures and Vehicles

Creatures in *Shadow of the Demon Lord* are made to work in the game's default scale, but most cannot keep up with vehicles using the rules in this chapter. Flying creatures, however, should be able to—even a typical duck can fly 60 mph. Thus, flying creatures can be involved in vehicle combat.

Creatures with the flier trait have a maximum flying speed in mph equal to their Speed × 4, but they must use their action each round to maintain such a speed. These creatures have acceleration and deceleration rates equal to one-third their maximum flying Speed. The World of Fire and Blood has demons, undead, dragons, magic, strange technology, and other bizarre qualities, but it is still Earth at heart. Rather than provide a broad overview of this dying world, this book relies on your familiarity with our little planet and offers you tools to transform it into a dark and devastated landscape ripe for exploration and adventure.

Chapter 4: Blood and Fire

Much that is true about Earth remains true in *Godless*. The continents, oceans, and mountains are where they should be, and the sun rises in the east and sets in the west. The moon still shines in the night sky, though it is shattered. And there are still people, animals, and most of the other things one expects to find. However, there are considerable changes too, most of which began with the Cataclysm and worsened with the Demon Lord's shadow falling across our world.

The environment has been irrevocably damaged to the point that much of the place is uninhabitable. Rising temperatures melted all the ice, causing sea levels to rise by over 200 feet, which drowned many cities and altered the coastlines. Higher global temperatures sent fierce storms to batter the already weakened nations, and wrecked much of what survived the flooding. Disease, drought, and famine brought governments to their knees, and eventually most nations disintegrated, leaving the few survivors to fend for themselves.

Weird energies flowing from rents in reality fomented changes in the surviving populations, creating new strains of humanity and spawning horrifying monsters that roam the wastes and ruins. With these changes came the ability to alter their surroundings, imbuing in people what is now known as magic.

This chapter is intended for GMs, containing all the tools for building the World of Fire and Blood and running adventures in it.

Cataclysms

The first step in building your World of Fire and Blood is to decide what happened to shatter existence. The Cataclysm's nature shapes the world in whatever way you like. You can make something up or use one or more of the options presented here.

Nuclear War

A nuclear war would devastate the planet, turning cities into radioactive craters and the landscape into an irradiated wasteland. Campaigns set in the aftermath of a nuclear war ought to be far enough into the future that the radiation has abated somewhat, making it possible to explore the lands in between ruined civilizations.

Natural Disaster

Any of a number of natural disasters could cause widespread ruin. An asteroid could fall out of the skies, or the supervolcano under Yellowstone could erupt. Earthquakes, radiation from outer space, or a solar flare could all have lasting, devastating effects on our planet.

The default setting for *Godless* presents a world of rising temperatures, but a volcanic eruption or asteroid collision would instead throw dust and debris into the atmosphere, triggering a new ice age. Rather than desert wastes and rocky badlands, ice would cover much of the world, contaminated with whatever particles were loosed in the disaster.

Pandemic

The interconnectedness of the modern world makes it possible for a virulent disease to spread rapidly until it becomes a global pandemic. For such a disease to become the Cataclysm, it would need to be resistant to treatment and easily transmittable. In the aftermath of such a disaster, the world's population would be much reduced, to the point that governments collapse and infrastructure decays.

A pandemic is not likely to trigger environmental collapse, but that might result from the Demon Lord's shadow. The super disease might now be dormant, or it might have evolved magically way such that the infected become zombies or demonically possessed.

Invasion

An alien invasion could leave much of the world in ruins. The invaders might come from the stars or another dimension. Faced with annihilation or slavery, humanity rallied to throw back the enemy, but at great cost. Cities lie in ruins from the fighting, the landscape is poisoned by alien chemicals, and the survivors have been transformed by exposure to unknown forces.

Mad Science

We might have ruined the world all by ourselves. Perhaps scientists sought to reach out to another reality and in doing so tore open a hole to the Void. Microscopic machines might be loosed into the world, killing and remaking anything they touch. Perhaps an experiment went awry, causing fundamental changes to reality. Alternatively, maybe machines gained sentience and rose up against their makers. Any of these and others as well could have drawn the Demon Lord's attention.

Supernatural Events

It could be that the apocalypse promised by certain religions has finally come about, plunging the world into death and disease, famine and war, with the forces of the heavens fighting those of Hell on the battlefield of Earth. Caught in the middle, humanity must choose sides or be destroyed.

Destroy Your World

The Cataclysm brought about widespread death and destruction. Although everything is still where it used to be, the landscape has changed considerably, in ways that you and your group choose.

Of course, you shouldn't try to remake the whole world at once. You need only start where your first adventure takes place. Choose a place with which you are very familiar, such as the town in which you live. Sketch out the community and the lands around it, making whatever changes you deem appropriate for the Cataclysm. Below, you will find several templates you can use to help destroy and recreate your setting.

Drowned Lands

The oceans rose and devoured the edges of the continents, spilling inland, causing rivers to swell until they created new bays and seas. The shores eroded until waves broke against the tall buildings of abandoned cities. Sewage, chemicals, and toxins contaminated the waters, turning the lands into a reeking, deadly morass. Acidification, warming waters, and mass extinction of filter feeders allowed harmful algae to bloom in the oceans, causing red tides, destroying sea life, and making the flooded world even more toxic to explorers.

For example, the former United States might lose its eastern seaboard to the rising waters, from Maine to the now completely flooded Florida. The Mississippi River flooded to form a gulf that extends from the ruins of Houston and New Orleans as far inland as Memphis. The west coast is similarly affected, with sizeable portions of California now underwater.

Drowned Lands Interesting Sights

d20	Sight
1–2	An oil tanker floating down the street of a major city
3–4	A reeking clot of algae that creeps up the side of a ruined building
5–6	A mutated survivor moving on stilts across a bog
7–8	A murky pool that almost conceals a hundred bloated bodies of drowned people
9–10	An island of garbage
11–12	A burning oil slick
13–14	A stinking heap of dead fish washed up onto shore
15–16	A collection of small houses raised above the foul waters
17–18	A yacht crawling with zombies
19–20	A flotilla city crowded with survivors

Lost Lands

These areas were directly affected by the Cataclysm and the demonic influence that followed. They might be radioactive craters, mass graves filled with diseased corpses, battlefields littered with the wreckage of alien invaders, or places that bore witness to Void breaches. Lost lands tend to cover ruined cities and extend out from those places for miles, though they can also appear in random areas in the wilderness. They can no longer sustain life, and creatures exploring these regions must contend with environmental dangers—radiation, disease, warped magic, and so on.

Lost Lands Interesting Sights

d20	Sights
1–2	A 1,000-yard-diameter, radioactive crater
3–4	A mass grave or mound of burned bones
5–6	A stretch of land covering 3d6 square miles that is drenched in shadows, regardless of time
7–8	A procession of weeping spirits wandering the broken landscape
9–10	A ruined neighborhood or small town nearly swallowed by green mist
11–12	An old nuclear reactor that melted down
13–14	A battlefield littered with strangely intact corpses
15–16	A section of ground covering 3d6 square miles covered in fissures from which leap flames
17–18	A forest of blackened, dead trees
19–20	A ghost town with everything intact, almost as if everyone just disappeared

Radiation

The unseen killer, radiation poses the greatest threat to anyone exploring lost lands. While not present in all such places, it is common enough that survivors avoid these areas lest they burn from the invisible fire, sicken, and die. Radiation permeates areas struck by nuclear weapons or home to malfunctioning nuclear reactors, or might bleed out from certain devices or vehicles—a nuclear submarine might have washed up on shore or a spaceship could have crash-landed in the area.

Intensity and Exposure

Intensity describes the amount of radiation in a particular area. The stronger the intensity, the harder it becomes to resist radiation sickness and the greater the severity of that sickness when it strikes. There are three levels of intensity: low, moderate, and high. You can choose the level of intensity or roll a d3 to set it randomly. The **Radiation Exposure** table tells you the degree of exposure based on time spent in the area and the intensity of the radiation. If a creature has already been exposed to radiation, the degree of exposure increases by one step: low exposure becomes moderate and moderate exposure becomes high.

Radiation Exposure

Exposure:
A living creature exposed to radiation is at risk of exposing other creatures. An exposed creature counts as being radioactive with low intensity if it suffered moderate exposure, moderate intensity if it suffered high exposure, and high intensity if it suffered severe exposure. The creature's intensity drops by one step each time it completes a rest. In addition, any creature exposed to radiation is at risk of suffering radiation sickness.

	—Exposure by Time—			
Intensity	**1 round**	**1 minute**	**1 hour**	**1 day**
Low	—	Mild	Mild	Low
Moderate	Mild	Low	Moderate	High
High	Low	Moderate	High	Severe

Radiation Sickness

Radiation sickness afflicts creatures that become exposed to radiation. An afflicted creature develops burns on and in its body that blister and break down until the creature dies.

Transmission A living creature exposed to radiation must make a Strength challenge roll when it next completes a rest. The creature makes this roll with a number of banes determined by its degree of exposure: 0 (mild), 1 (low), 2 (moderate), 3 (high), or 4 (severe). On a failure, the creature suffers the stage 1 effects of radiation sickness.

Cure Radiation sickness counts as a disease and is treated as such.

Stage 0 The creature reduces its degree of exposure by one step. If this would reduce its exposure below mild, the creature recovers from radiation sickness and removes the penalty to Health.
Stage 1 The creature takes a cumulative –1d6 penalty to Health.
Stage 2 The creature takes a cumulative –1d6 penalty to Health. While at this stage, the creature is also impaired.
Stage 3 The creature takes a cumulative –1d6 penalty to Health. While at this stage, the creature is also impaired and slowed.
Stage 4 The creature dies.
Recovery Each time a creature suffering radiation sickness completes a rest, it must make a Strength challenge roll with a number of banes based on its current level of exposure.

Void Stains

Areas of the world damaged by breaches to the darkness without, Void stains can be found everywhere, each showing the ravages promised by the Demon Lord's eventual arrival. The *Hunger in the Void* supplement offers extensive details about what forms these stains take and what perils they pose to people exploring them. If you don't have this book, just assume that the area of Void stain turns light to shadows and shadows to darkness. A Void stain typically covers a circle on the ground with a 2d6-yard radius. Stains usually appear inside lost lands.

Mutating Shadow

Void stains might affect creatures within them. You can call for a Strength challenge roll when any creature enters an area of Void stain. On a success, the creature becomes immune to the mutating effects of this particular stain. On a failure, the creature gains a random mutation (*Shadow*, page 198, or *Hunger in the Void,* page 18 if it has 2 or less Corruption, or a mark of darkness (*Shadow*, page 36) if it has 3 or more Corruption.

Wastes

Much of the world has been reduced to wastes, places that bore the brunt of the environmental disaster that followed the Cataclysm. Wastes can be vast stretches of sandy desert, mud flats, rocky badlands, frozen tundra, and anyplace else that makes life difficult or impossible for living things. Supplies of water or food are scant, temperatures extreme, and the weather brutal.

Tombs of the Desolation

The *Tombs of the Desolation* supplement is a great resource for running games set in the wastes, since it describes areas quite similar to those found in the World of Fire and Blood. In particular, be sure to look at **chapter 2** for special terrain, weather, interesting features, and creatures.

Wastes Interesting Sights

d20	Sight
1–2	An abandoned car with bloody handprints on the inside of the windows
3–4	An old steamer ship, tipped on its side
5–6	The bones of an enormous beast
7–8	Rocks carved into weird shapes by the wind
9–10	Many, many tumbleweeds
11–12	A line of withered corpses snaking off toward the horizon
13–14	The wreckage of a crashed plane
15–16	An abandoned amusement park
17–18	A vehicle caravan in the distance
19–20	A massive sinkhole with toothy protrusions around the edges

Dust Storms

Some of the most significant threats travelers face when crossing the wastes are the dust storms. Appearing with little warning, they form up in towering walls of boiling sand racing across the landscape, scouring the flesh and burying bones with screaming gusts of grit and debris. A dust storm typically forms a curving line, 2d6 + 3 miles wide, 1 mile high, and about half a mile deep, and moves at 70 to 100 mph. When traveling against the storm, multiply the travel time by 4.

The storm heavily obscures its area, and creatures moving through it treat the area as difficult terrain. Objects in the area take 1d6 damage at the end of each round. Furthermore, at the end of each round, exposed creatures in the storm must make Strength challenge rolls. On a failure, the creature takes 1d6 damage and becomes blinded until it leaves the storm or finds shelter from it. A creature already blinded in this way instead takes 1d6 extra damage.

Green Lands

Not everything has been destroyed. In some places, nature has held on, pockets of green where life thrives. These verdant areas dot the continents, islands of what once was in a sea of utter destruction. Since they offer respite from the harshness of the wastes and lost lands, these places tend to be quite dangerous, attracting desperate people, strange monsters, and worse. Some have been claimed by survivors who are not always interested in bringing outsiders into their midst. For all the abundance they might offer, these lands remain every bit as deadly as anywhere else in the World of Fire and Blood.

Green lands retain the original character of the landscape, so forested areas remain forested, while grassy plains are still grassy. A patch usually covers 5d6 square miles, but it can be larger or smaller as you decide.

The **Inhabitants** table gives you an idea of whether or not the place has been claimed. People living in green lands form small camps made up of tents, old vehicles, and crude shelters made from scraps. Generally, there are about 1d6 × 1d20 people per square mile of green lands.

Green Lands Inhabitants

3d6	Inhabitants
3	A group of people established a fortified outpost here.
4–5	Many people live here but are hostile to outsiders.
6–8	Some people live here but are hostile to outsiders.
9–12	Monsters or dangerous creatures dwell here.
13–15	Some people live here but are suspicious of outsiders.
16–17	Some people live here and are friendly to outsiders.
18	No one lives here aside from small and mostly harmless animals.

Green Lands Interesting Sights

d20	Sight
1–2	A neighborhood untouched by the Cataclysm
3–4	An old cemetery
5–6	An abandoned camp littered with bones
7–8	A mine shaft that descends deep into the earth
9–10	A barn with livestock
11–12	Several abandoned cars
13–14	An old farmhouse with barn
15–16	A tree house
17–18	A footbridge spanning a stream
19–20	A billboard stating “Hell is Real”

Hidden Kingdoms

Whether or not the hidden kingdoms described in *Shadow of the Demon Lord* exist in the World of Fire and Blood is entirely up to you. You might find the inclusion of faeries and their ilk jarring, in which case you might exclude them from your games or recast them as mutated humans, monsters, or demons.

On the other hand, you might embrace the crazy and allow anything into your setting. The hidden kingdoms could have always been part of the real world but, as with Urth, the faeries withdrew, leaving behind iron's stink and humanity's thirst for blood and carnage. These places outside the normal world might have faded entirely from reality had it not been for the Cataclysm. Whatever the event, the destruction it caused became an invitation for the Demon Lord, a force that would most certainly draw these spirits out of hiding.

If you use them in this setting, faeries are wilder and more aggressive than they have been presented so far. They despise humans for the ruin of the world and never pass up the chance to destroy the destroyers. Faeries are not likely to venture into the wastes or lost lands, and instead can be found haunting the few green lands left. You could also restore the faerie descriptor to changelings and goblins, returning them to their presentation in the main rulebook.

The Underworld and Hell

Both the Underworld and Hell play important parts in the game's cosmology, since they describe what happens to mortals when they die. *Shadow* presents these places as hidden kingdoms, realms fashioned by the immortal lords and ladies to ensure mortals retain none of their previous knowledge from one life to the next and never attain the same heights scaled by the greatest of the faeries. The Underworld and Hell appear in one form or another in most real-world religions, so a version of these places could exist in the World of Fire and Blood even if you choose to not include hidden kingdoms.

The realms of the dead might have always been part of reality or they might be a recent development, having formed as a byproduct of the magical energies flooding the world and manifesting in response to long-held beliefs about the afterlife. They could be physical places or they might be spiritual realms, other planes of existence to which souls travel on death. They might belong to the characters described in the main rulebook, with Father Death presiding over the Underworld and Diabolus ruling in Hell, or have other masters if you like. Then again, perhaps no one rules in these gloomy, frightful places.

No Afterlife

You might instead choose to remove the Underworld and Hell from the game. Unless you create some other repository for the dead, though, souls have no place to go when their bodies die. They might linger in corpses, rotting with the flesh, or they could slip free to wander the world as ghosts until they're swallowed up by the Void.

Removing the realms of the dead alters the working of spells that interact with these realms and their inhabitants. Spells that summon souls snatch those at large in the world instead. For the purpose of resolving spell effects, treat souls with 0 Corruption as drawn from the Underworld and all others as if consigned to Hell. Make further changes as you deem necessary.

Finally, if you plan to exclude the Underworld and Hell, use the following version of the *resurrect* spell from the Life tradition in place of the one presented in *Shadow*.

RESURRECT LIFE UTILITY 5

Target One creature dead no longer than 24 hours that you can reach

You touch the target. You must concentrate for 1 hour, during which time you maintain physical contact with the target. If your concentration is uninterrupted for the full hour, roll a d6 to see what happens.

1: The soul does not hear or refuses to answer your call. The target is no longer dead and heals 1 damage, but the lack of a soul renders the target unconscious until it dies.

2–5: The soul answers your summons and returns to the body. The target is no longer dead, heals 1 damage, and is fatigued and impaired until it completes a rest.

6: A soul belonging to another creature answers your summons and enters the body. The target is no longer dead, heals 1 damage, and is fatigued and impaired until it completes a rest. Although the creature looks the same as it did before it died, it is a completely different person. If the target was a player character, make a new one of the same ancestry and choosing new path selections as determined by the group level (ignoring adjustments to attributes). The new creature retains the original's Strength and Agility scores and has 1d3 + 9 for Intellect and Will. Finally, the new creature starts the game with 1d6 Insanity and 1d6 – 3 Corruption, though it gains no marks of darkness from Corruption gained in this way.

Ruins

The Cataclysm and the troubles following it reduced most of the world before to ruins. The great cities of old are now rotting forests of steel and glass. Towns stand abandoned, emptied and ransacked by scavengers. Dams broke, bridges collapsed, and slowly all the works of civilization faded away.

Godless assumes all communities have suffered some damage. Many have been rendered uninhabitable by radiation, monstrous infestation, storms, flooding, disease, or some other threat. Some people remain

in the ruins of their towns and cities, fortifying their homes or working to rebuild, but many fled since these places are easy targets for bandits, marauders, and worse. Most ruins do have inhabitants of one kind or another, and might be home to mutants, survivors, monsters, spirits, and other creatures. Ruins also attract scavengers, as they are the best places to find salvage.

Structures

The Cataclysm did plenty of damage, but severe weather combined with neglect left most remaining structures from the old world wrecked or destroyed. Fires raged uncontrolled, consuming entire communities, while flooding washed away some homes and left others to rot. For any structure, from houses to dams to overpasses, choose its integrity or roll on the **Structural Integrity** table for random determination. In addition, the degree of damage determines the risk of the characters triggering building mishaps.

Intact: An intact structure has escaped the destruction and functions as it was intended.

Light Damage: Structures with light damage show signs of wear and neglect. They might have missing shingles, broken windows, missing doors, or cracks but are relatively safe. Whenever the total of an attack roll or challenge roll inside such a building is 0 or less, a structure mishap occurs.

Moderate Damage: These structures show signs of damage, such as large holes, missing walls, minor fire damage, and gaps in the roof. They are still more or less intact but might be dangerous to explore. Each time a character enters a new room, roll a d6. On a 1, a structure mishap occurs.

Heavy Damage: Structures with heavy damage are beyond repair. Roofs might have collapsed or ceilings fallen in, floors could be broken or missing, or there might be extensive fire damage. These places are extremely hazardous to explore. Each time a character enters a new room, roll a d6. On a 1 or 2, a structure mishap occurs.

Destroyed: The structure has been reduced to rubble. It is utterly ruined.

Structural Integrity

3d6	Integrity	3d6	Integrity
3	Intact	13–15	Moderate damage
4–5	Light damage	16–17	Heavy damage
6–8	Moderate damage	18	Intact
9–12	Destroyed		

Structure Mishaps

Damaged structures are unsafe to explore. Ceilings can fall, floors collapse, and walls topple. In addition to the risk posed by the structural damage, you can decide a mishap occurs based on the characters' actions. Throwing a grenade into a damaged building could cause the ceiling to cave in, while casting a *thunderclap* spell might topple a wall. If you're not sure, roll a d6, with a 1 or 2 triggering a structure mishap. Example mishaps follow and include the minimum structural damage. Choose one that's appropriate for the triggering situation.

Structure Mishaps

Mishap	Damage Level
Falling Debris	Light
Weak Floor	Light
Collapsing Ceiling	Moderate
Collapsing Floor	Moderate
Collapsing Wall	Moderate
Structural Collapse	Heavy

Collapsing Ceiling: The ceiling in the room caves in, dealing 3d6 damage to everything in the area and covering the floor with difficult terrain. A creature in the area must make an Agility challenge roll with 1 bane. It takes half the damage on a success, or falls prone and becomes buried in rubble on a failure. A creature buried in this way has three-quarters cover but is blinded and immobilized, and cannot stand until it or another creature uses an action to free it.

Collapsing Floor: The floor gives way, dropping everything into the room to the surface below, which becomes covered with difficult terrain. Everything in the area takes 2d6 damage plus any applicable damage from landing after a fall. A creature can make an Agility challenge roll, taking half the damage on a success and landing prone on a failure. If the total of the roll is 20 or higher, the creature catches itself and does not fall.

Collapsing Wall: A wall falls toward the triggering creature or away from the triggering event, dealing 1d6 damage to everything within 2 yards of the wall in the direction it falls. A creature in that area can make an Agility challenge roll, taking half the damage on a success or falling prone on a failure.

Falling Debris: Part of the ceiling falls onto the triggering creature. That creature must get a success on an Agility challenge roll or take 1d6 damage. If the total of the creature's roll is 0 or less, it also falls prone.

Structural Collapse: The entire structure is destroyed, covering the area with difficult terrain. Everything in or on the structure takes 5d6 damage. Each creature must make an Agility challenge roll with 2 banes. On a success, the creature takes half

the damage. On a failure, it falls prone and becomes buried in rubble. A creature buried in this way has total cover but is blinded and immobilized, and cannot stand until it or other creatures spend a total of 1d6 minutes working to free it. Each minute a creature remains buried in this way, it must get a success on a Strength challenge roll or take 1d6 damage.

Weak Floor: A spot on the floor gives way under the triggering creature. The creature must get a success on an Agility challenge roll or take 1d3 damage and become slowed until it heals any damage. If the total of the creature's roll is 0 or less, it also becomes immobilized until it or another creature uses an action to pull it free.

Roads

Neglect and worsening environmental conditions have done a number on roads. While most remain passable, many have begun to degrade and are clogged with debris, all of which makes traveling at high speeds dangerous. Thus, when traveling overland, the fastest average Speed vehicles can attain is about 30 mph.

For simplicity, major roads, highways, and interstates measure 4 yards across per lane, while lesser roads measure 3 yards across. Major bridges tend to be 5 yards across, though they can be smaller in rural areas.

Road Conditions

A road has a general condition, which covers a 3d6-mile stretch. You can choose the condition or let the dice decide.

Clear: The road is clear of debris and generally intact.

Light Damage: The road is in poor condition, with ruts, frequent potholes, overgrowth in places, and washed-out shoulders. It imposes 1 bane on challenge rolls made to control vehicles.

Moderate Damage: The road is in terrible condition, with large sections overgrown and choked with abandoned cars, wreckage, and fallen logs. It imposes 1 bane on challenge rolls made to control vehicles and halves the vehicle's maximum Speed.

Heavy Damage: Little remains of the original road, which is now almost impassible. Bridges have collapsed, overgrowth covers much of the surface, and what pavement remains is cracked, eroded, and pitted. Furthermore, debris is widespread. The road imposes 2 banes on challenge rolls made to control vehicles and quarters the vehicle's maximum Speed unless the vehicle has the off-road trait.

Destroyed: The road is all but erased, so covered is it by growth and debris. Travel along it counts as off-road.

Road Condition

3d6	Condition
3	Destroyed
4–5	Heavy damage
6–8	Moderate damage
9–10	Light damage
11–12	Clear
13–15	Moderate damage
16–17	Heavy damage
18	Destroyed

Settlements

In the World of Fire and Blood, everyone must fend for themselves. Nevertheless, many people find it safer to band together. They combine their resources and talents in the hope of mutual benefit, even if doing so means suffering the cruel excess of a bloodthirsty warlord or offering up some of their number in sacrifice to a bizarre, made-up god.

Resources attract people, so most settlements appear in areas with at least one plentiful resource. The inhabitants trade with other neighboring communities for needed supplies. For example, one might have access to clean water and exchange that for food or medicine.

Some communities grow in the depths of the wilderness, while others might develop in the ruins of a larger city, each carving out its own section. A settlement might be a walled compound with eerily intact homes and buildings, or it might move from place to place.

The following tables give you a way to quickly generate settlements' most basic characteristics. You can roll dice or choose results as you like to create places for the characters to explore, find refuge, or face threats.

Settlement Nature

d6	Nature
1	An anarchic settlement with no laws, people do what they like.
2	All people are devoted to one of the new religions. It can be bizarre, deviant, or beneficent.
3	The people live in an ordered society in which everyone agrees to adhere to certain laws.
4	Militarized, the entire community exists within a strict hierarchy, where everyone has a rank that comes with specific duties.
5	A warlord or some other tyrant rules with absolute authority. Most inhabitants are slaves.
6	A tribal community consists of one or more extended families; blood bonds provide stability.

Settlement Size

d20	Size (Population)
1–4	Tiny (3d6)
5–8	Small (3d6 Í 10)
9–12	Medium (3d6 Í 100)
13–16	Large (3d6 Í 1,000)
17–20	Huge (3d6 Í 10,000)

Settlement Attitude

d6	Attitude
1	The settlement is suspicious of outsiders and slow to trust.
2	The settlement is hostile to outsiders and might use force to drive them away.
3	Madness reigns in the settlement, and the people act in an unpredictable fashion.
4	The people are overly trusting.
5	The settlement is unfriendly, encouraging outsiders to move along, but the inhabitants could be convinced to let down their guard.
6	The community presents as friendly and welcoming, but it's a sham to conceal other, darker motives.

Settlement Resources

d20	Resources
1–2	Power
3–4	Electrical parts
5–6	Mechanical parts
7–8	Food
9–10	Fuel
11–12	Medicine
13–14	Water
15–16	Weapons and ammunition
17–18	Vehicles
19–20	Other

Settlement Quirks

d20	Quirk
1	Homes are made from rusted-out cars.
2	The entire community lives in caves underground.
3	A wall made of shipping crates surrounds intact buildings of a pre-Cataclysm neighborhood.
4	The community is made up of RVs so it can pick up and move if needed.
5	People live in a collection of tree houses connected by rope bridges.
6	The settlement stands inside or around an old monument.
7	The people live in tents.
8	The people live in the rotting corpse of a massive giant.
9	Everyone in the community has at least one appalling mutation.
10	Rampant incest in the community has left most people deranged and unpredictable.
11	The people are cannibals.
12	Most locals worship a strange, otherworldly being.
13	The community clings to the side of a mountain, cliff, or ruined building.
14	The community structures are made from old airplanes.
15	The people live on a flotilla.
16	A sheer metal wall, 40 feet high, surrounds the community.
17	The people live inside an old skyscraper.
18	The settlement is badly polluted.
19	People make their homes from the bones of enormous creatures.
20	The settlement escaped the Cataclysm untouched, and life goes on as it did in the world before.

Adventures

One of the many benefits from making *Godless* fully compatible with *Shadow* is that you can also run adventures designed for the main rulebook in this setting with just a few changes. Most take place in remote areas, far from the trappings of civilization. Even adventures that are set in urban environments usually focus on a particular neighborhood rather than the whole community. All you likely need to do is change names and people as needed to convey the strange and deadly World of Fire and Blood. You can use adversaries as written, change out their weapons (which might make them a bit deadlier), or substitute new creatures from this book.

If, however, you want to create new adventures for *Godless,* you can use any of the following adventure ideas as starting points.

Starting Adventures

Starting adventures should provide the player characters with reasons to come together and supply them with them with the gear they need to support their novice path choices.

- The characters belong to a caravan traveling across the wastes to find the "promised land" when they attract the attention of fomor raiders.
- The characters inhabit a small settlement and are called to its defense against a vicious gang of brigands intent on plundering it.
- The characters must escape the ruins of New York when undead start rising from the toxic waters.
- The characters investigate an old nuclear missile that never detonated and must find a way to dispose of it.

Novice Adventures

Novice adventures give characters a chance to gain notoriety in their homelands and deal with local threats.

- Harvesters start preying on children for their body parts. The characters must track them to their lair and rescue the surviving kids.
- An orc biker gang haunts the main road leading into the characters' home settlement, and it falls to the group to deal with these brutes.
- Strangers come to the characters' settlement, bringing word of a new religion. They perform miracles and heal the sick, but people start vanishing, sacrifices to the cult's dark god.
- The characters head out to investigate an old junkyard for parts to build a vehicle. There they discover some of the machines have come to life.

Expert Adventures

Expert adventures should draw the group into the wider world. Everyone ought to have transportation, either one big vehicle or a smaller one with dirt bikes or motorcycles.

- The characters are hauling their community's resources to another settlement when they come under attack by alien invaders, monsters, or beastmen.
- People start falling ill after a foolish scavenger accidentally opened a vault containing nuclear waste. The characters must travel to that site and seal it before people die.
- The characters learn of a salvage cache and set out to plunder it, finding all kinds of dangers along the way and there guarding it.
- War breaks out between two settlements, and the characters are caught in the middle. Do they choose a side or try to broker peace?

Master Adventures

Master adventures should bring the characters toward the campaign's conclusion, award them with strange relics, and pit them against deadly adversaries.

- A band of weird cultists open a hole to the Void and release a flood of demons. The characters might flee the ensuing destruction or set out to seal the breach.
- The characters make off with something valuable owned by a powerful warlord and bring his or her wrath down on their heads. To survive, they must stay one step ahead of the warlord's minions.
- Pilgrims of a new religion beseech the characters to escort them to a holy site believed to be a paradise. Is the place a haven or is it Hell like everything else?
- Somewhere in the ruins of North America, the old government of the United States remains and has cordoned off an area protected by its military against the myriad threats. The characters head that way, only to find the place is overrun by demons.

Rewards

Rewards are an important carrot to player characters, offering them wealth, enchanted objects, relics, and more. Joining the reward options in *Shadow* are salvage and a selection of new relics.

Salvage

For the most part, salvage should take the place of other treasure rewards. A diamond ring might be pretty, but it's far less useful than a few gallons of fuel and enough food to last a few weeks. Remember, each piece of salvage is worth 1 gc, so starting groups ought to find one piece of salvage per adventure, while novice groups might find up to five pieces of salvage.

Awarding Salvage

You can give out any kind of salvage you like, but it should be appropriate to the places where it's found. For example, characters exploring a hospital are most likely to find medicine, followed by food, water, and, maybe, electrical parts. Characters exploring a gas station would find fuel and maybe mechanical parts, as well as food and water. In short, common sense should guide you when handing out salvage.

Other Valuables

In addition to salvage, coins, and the occasional piece of jewelry, you should also award other useful things such as ammunition, vehicles, potions, incantations, and gear.

Enchanted Objects

The Enchanted Object tables presented in *Shadow* all work in the World of Fire and Blood, but you should provide object forms suitable to the setting. For example, technology might be a tablet, cell phone, or DVD player, while ranged weapons should typically be firearms. As with enchanted objects in the core rules, these items keep their normal functionality and just gain the extra magical effect that makes them interesting.

Relics

Relics, as described in *Shadow,* are objects imbued with lasting and potent magical power. Nearly all relics produced for the game so far can have a place in this setting. The scarcity of ammunition means that many people rely on hand weapons for personal protection or bows and crossbows for hunting. These and other relics might have become empowered by the spread of magical energy, or they could have tumbled into this world through one of the cracks in reality. The following four relics supplement the existing options and are very appropriate for games using the *Godless* rules.

Boomstick

A sawn-off, double-barreled shotgun once used by a mysterious traveler chasing after a strange and evil tome, the weapon somehow found its way free from the hero and into the hands of less worthy souls.

Enchanted Shotgun The weapon grants 1 boon on attack rolls made using it and deals 1d6 extra damage to demons and demon-possessed creatures.

Concussive Hit When the total of your attack roll with the *Boomstick* is 20 or higher and beats the target number by 5 or more, the target of the attack moves 1d6 yards in a straight line away from you and falls prone unless it gets a success on a Strength challenge roll with 1 bane.

The Computer

Although it is certainly not the only functioning computer in the World of Fire and Blood, this ancient laptop possesses unique powers of divination that make it a prize to anyone hoping to peer into the future. The device has a burnished metal case and a slightly cracked screen. When powered on, *the Computer's* screen flickers to life, shining strings of strange green characters. Anyone bonded to it can ask it questions and receive answers.

Requires Batteries The relic requires batteries and expends 1 point per hour of use.

Divinatory Implement If you make this relic your implement, you increase the number of castings of your rank 0 Divination spells by one.

Spells Inside The relic contains one casting of each of the following Divination spells: *augur, locate,* and *clairvoyance.* You can cast these spells from the device even if your Power is less than the spell's rank. The relic regains expended castings when you complete a rest.

Road Beast

This 1985 Oldsmobile Delta 88 doesn't look like much, what with its cracked windshield, fading paint, rusting body, and sagging roof, but inside this ancient tub lurks a vicious demon that offers power to people who get behind the wheel—at least until it grows bored of them. The blood of the demon's many victims stains the seats, and when the engine revs, one just might hear the cries of the souls it has consumed.

Demon-Bound Vehicle The *Road Beast* is a sedan, but its maximum Speed is 150 mph (a/d 48/40) and it confers 1 boon on handling rolls. In addition, the vehicle takes half damage from weapons.

Flaming Tracks When you "gun it" (see "Vehicle Movement" in **chapter 3**), the vehicle leaves two flaming tracks behind it as it moves during the round. The tracks burn for 1 minute or until extinguished. Anything moving through the flaming tracks takes 1d6 damage, but just once per round. Once you create flaming tracks, you must wait at least 1 minute before you can do so again.

Brutal Slam Creatures take half again the normal damage when hit by the *Road Beast* (see "Collisions" in **chapter 3**).

Demon Inside Whenever the total of your roll to control the *Road Beast* is 0 or less, the doors lock and the demon takes control of the vehicle for 1d6 rounds. The demon gets an automatic success on any roll required for it to maintain control.

If the *Road Beast* is destroyed, a **huge demon** stands up from the wreckage and takes the next available turn to attack anything it can see.

Savage Boomerang

A flat, bent bar of shiny metal with a razor-sharp edge, this weapon of unknown origin can be thrown to great effect. Rumors of it come from the wastes, where people have grown quite savage and make do with whatever scraps they can find.

Returning Blade The *Savage Boomerang* counts as a dagger that grants 1 boon on attack rolls made using it and that deals 1d6 extra damage. In addition, when you throw it, the weapon returns to your hand provided you have a hand free and the weapon has an unobstructed path to you.

Razor Sharp When you throw the *Savage Boomerang* and the total of your attack roll is 20 or higher, beating the target number by at least 5, the attack deals 1d6 extra damage. In addition, if the damage causes the target to become injured or incapacitated, it takes extra damage equal to its Health, killing it instantly.

Denizens of Fire and Blood

Godless has plenty of room for all the strange creatures and monsters described in the main rulebook and other supplements. The reen, alien invaders, might have slipped into this world to gather much-needed resources, while harvesters go on stealing body parts from their victims to extend their own lifespans. Zombies, whether created by dark magic or disease, roam the wastes, while redcaps prowl the ruins of the old cities, their straight razors gleaming in the light of the shattered moon as they hunt for fresh blood.

This section explores how certain creatures and groups of creatures can fit into the setting, while introducing a selection of new creatures to enhance play in the World of Fire and Blood.

Animals

The Cataclysm triggered a mass extinction event that ultimately snuffed the lives of nearly two-thirds of the species living on the planet. What remained was soon transformed by the weird energies, leaving the survivors somewhat familiar, but with strange characteristics. One might see giant cats with tentacle limbs, huge turtles with armor extending over their heads and limbs, winged sharks, and other strange things. You can use the statistics boxes for animals to represent just about any creature you can imagine, and assign other traits as needed to bring these creatures to life in a vastly changed world.

Beastmen

The beastmen are as much a problem in the World of Fire and Blood as they are on Urth. Most beastmen descend from people changed by the Demon Lord's shadow and now gather in small tribes or herds to prey on other survivors. Primitive and savage, beastmen do not make use of the technological remnants from the old world and so are almost never encountered with vehicles or firearms. In the wastes, anubin (see *Tombs of the Desolation*) might be more prevalent, though all kinds of beastmen can be found infesting the world.

Constructs

The sudden appearance of magic has had unpredictable effects. In addition to the changes it wrought in living things, magic has also affected ordinary objects, causing some to gain the semblance of life and become creatures, albeit unliving ones. Most generic constructs were ordinary objects that became animated and now wander the ruins of the old world, sometimes lashing out at living things they encounter. A huge construct might an old tractor, while a small construct could be a drone if you add the flier trait. Other constructs are cobbled together from broken and malfunctioning machines, such as dryers, microwaves, car parts, and more. Such creatures usually yield salvage when destroyed, typically 1d6 electrical or mechanical parts.

Specific kinds of constructs such as golems and prometheans are created in the usual ways, fashioned by magic to serve as helpers, guardians, or soldiers. They are usually found in the company of powerful users of magic or in places where such individuals once lived.

Steel Skeleton

Somewhere in the ruins of the old world, plumes of smoke rise from the stacks climbing above an old factory. Out the oversized doors march rows upon rows of steel skeletons, sentient machines created to conquer the world. With burning red eyes and shiny chrome bones, they are relentless in pursuit of their dreadful goal, slashing with their claws and gunning down anyone who gets in their way.

Who created these monsters remains a mystery, but their purpose is made clear in the corpses they leave behind.

Steel skeletons spread out from where they were made to control more and more territory. Scouts move singly into areas to feed information back to the overmind to which they are all linked. Death squads of three to six members follow a few days behind the scouts, and the overmind deploys them and others as needed to quash any resistance they might encounter.

Though they are capable of speaking the common language of the lands they inhabit, they communicate with each other without speaking, instantly transmitting information to each other.

STEEL SKELETON — DIFFICULTY 50

Size 1 frightening construct

Perception 14 (+4); darksight
Defense 14; **Health** 30
Strength 14 (+4), **Agility** 14 (+4), **Intellect** 14 (+4), **Will** 14 (+4)
Speed 12
Immune damage from cold, disease, and poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned
Armored Body A steel skeleton takes half damage from weapons unless the total of the attack roll is 20 or higher.
Neural Link A steel skeleton is in constant communication with any other steel skeleton within 10 miles of it. While at least one steel skeleton is within range, the steel skeleton cannot be surprised.

ATTACK OPTIONS

Claw (melee) +4 with 1 boon (1d6 + 1)
Submachine Gun (range 250) +4 with 1 boon, targets Agility (3d6; 20 rounds)

END OF THE ROUND

Self-Repair Roll a d6. On a 6, the steel skeleton heals 1d6 damage.

Demons

As one might expect, demons abound in the World of Fire and Blood. Fractures in reality's walls allow more and more demons to slip free from the Void and contribute to the world's destruction. Without a concerted effort to contain them, they are appearing in larger numbers in this setting than on Urth, and so can be found almost anywhere, from the wastes to the drowned lands and everywhere in between. Demons enjoy the same range of variation in appearance and capability as described in the main rulebook, but they form their bodies from whatever materials they have on hand. Thus, their forms might display more mechanical and electrical elements: one demon might have bullets for blood, while another might be made from tightly wound wire.

Faeries and Devils

The role these immortals play in *Godless* depends on how you incorporate the hidden kingdoms into the setting. If such places do exist, then faeries are simply ancient peoples who have long lived outside the bounds of reality. The troubles afflicting the world draws their attention and their servants back into the lands they abandoned so long ago.

Similarly, if Hell exists, the devils still work to corrupt mortals, urging them to commit unspeakable acts so that the devils can claim their souls in death and feed on their darkness. Perhaps Hell's gates were thrown open by the Cataclysm, allowing devils to move freely in the world. However, devils need existence to continue and thus would not condone or encourage any action that would hasten the end of all things.

Absent the hidden kingdoms, the Underworld, or Hell, you might decide none of these creatures exist or that they are something other than immortal faeries. They could be mutants, aliens, invaders from another world, or beings created by mad science. If you do strip these creatures of their faerie status, consider removing their Iron Vulnerability trait and their immunity to the charmed affliction.

Giants, Ogres, and Trolls

Mutation explains the existence of giants and ogres in this setting. It is responsible for a variety of strange forms and capabilities, so gigantism is right at home alongside psychic powers, tentacle proliferation, and the abundance of new and strange peoples. Giants are quite rare, however, as their size demands great quantities of food and water to sustain them, resources that are now quite scarce. Ogres are more numerous, but their low intelligence and simple appetites make them exploitable by other peoples. Most ogres serve warlords as prized champions and lurch from one fight to the next until they become too injured to be of any further use.

In the World of Fire and Blood, trolls are distant relatives to giants and ogres that were forced to live underground due to their profound allergy to sunlight. Trolls hunt other dwellers of the depths, prowling the lightless world for troglodytes, dwarfs, and those beasts that retreated from the horror of the above. Many underestimate them, thinking them to be as dull and foolish as ogres, but trolls are quite a lot smarter than their surface-dwelling kin. They make use of their environment when hunting, causing cave-ins, leading prey into areas of bad air, or stalking their victims until distracted by some other threat.

Harvesters

In the face of horrific changes, death, disease, and other calamities eroding humanity's numbers, some turned to darker techniques to extend their lifespans and perpetuate their kind. Called harvesters, these debased people survive by taking the body parts they need to continue living. Their need for fresh organs means harvesters live in or near places where people gather. They might haunt the subways of a ruined city or dwell in caves on the outskirts of a struggling community.

Placing their own interests above any other consideration, harvesters care nothing for their victims, happily extracting a kidney or an eye or a heart from shrieking, terrified prey. Faced with dwindling populations yet needing flesh to repair their failing bodies, they sometimes leave their "donors" alive so they can come again to pluck

another necessary organ. People in communities suffering from harvesters' attentions show signs on their bodies of their tormentors' ghastly work.

Flesh Stealer

While organ filches remove vital organs and tear thieves drain vital fluids, flesh stealers take pieces and parts their victims can live without, leaving them maimed but alive.

Flesh stealers have human-like forms, standing about 6 feet tall and with spare frames weighing about 140 pounds. Their bodies are covered by metal hooks on rings that pierce their skin, and on them hang pieces of meat, noses, ears, tongues, hands, and feet. Their own skin shines like scar tissue, and their mouths and eye sockets appear puckered on their stretched faces. They cover themselves in heavy cloaks, but the hooks in their flesh jangle when they walk. Like other harvesters, flesh stealers speak one of the Old Tongues.

FLESH STEALER DIFFICULTY 25

Size 1 horrifying harvester

Perception 13 (+3); shadowsight
Defense 15; **Health** 26
Strength 11 (+1), **Agility** 15 (+5), **Intellect** 13 (+3), **Will** 12 (+2)
Speed 12
Immune gaining Insanity

ATTACK OPTIONS

Pliers (melee) +5 with 2 boons (1d6 plus Rip and Tear on attack roll 20+)
Rip and Tear Against a living target with a physical body, the flesh stealer tears off a bit of flesh with its pliers, causing the target to become impaired for 1 minute and take 1d3 damage at the end of each round until it heals any damage. If this damage caused the target to become injured, the flesh stealer tears off an ear, nose, finger, or some other extremity of the GM's choice.

SPECIAL ATTACKS

Needle and Thread The flesh stealer uses a needle and thread to bind one target creature it can reach. If the target is incapacitated, it immediately stabilizes and becomes unconscious for 1d3 hours, after which time it heals 1 damage and wakes up. Against any other target, the flesh stealer makes an Agility attack roll with 2 boons against the target's Agility. On a success, the target takes 1d3 damage and becomes immobilized. The target or another creature that can reach it can use an action to free itself by breaking the thread or cutting it away.

Monsters, Oozes, and Other Weirdness

All manner of bizarre creatures dwell in the ruins of the old world, from freakish monsters to glistening oozes, from scuttling lash crawlers to the lumbering leshy. Many of these are mundane creatures changed by the introduction of magic, but others might be aliens, invaders from other realities, or refugees that somehow escaped the Void. With all the upheaval and chaos afflicting the World of Fire and Blood, there are plenty of places for these unnatural beings to exist.

Peoples

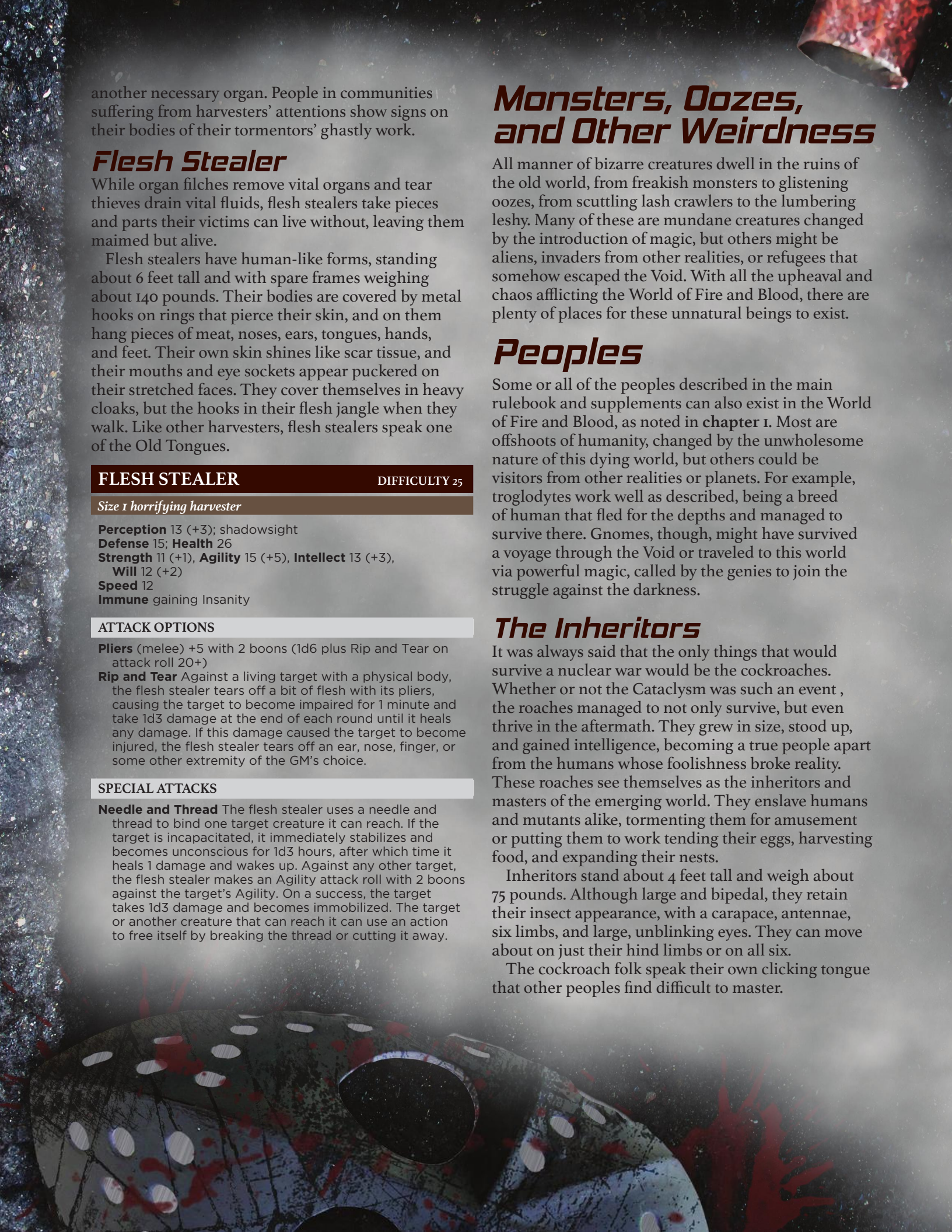
Some or all of the peoples described in the main rulebook and supplements can also exist in the World of Fire and Blood, as noted in **chapter 1.** Most are offshoots of humanity, changed by the unwholesome nature of this dying world, but others could be visitors from other realities or planets. For example, troglodytes work well as described, being a breed of human that fled for the depths and managed to survive there. Gnomes, though, might have survived a voyage through the Void or traveled to this world via powerful magic, called by the genies to join the struggle against the darkness.

The Inheritors

It was always said that the only things that would survive a nuclear war would be the cockroaches. Whether or not the Cataclysm was such an event , the roaches managed to not only survive, but even thrive in the aftermath. They grew in size, stood up, and gained intelligence, becoming a true people apart from the humans whose foolishness broke reality. These roaches see themselves as the inheritors and masters of the emerging world. They enslave humans and mutants alike, tormenting them for amusement or putting them to work tending their eggs, harvesting food, and expanding their nests.

Inheritors stand about 4 feet tall and weigh about 75 pounds. Although large and bipedal, they retain their insect appearance, with a carapace, antennae, six limbs, and large, unblinking eyes. They can move about on just their hind limbs or on all six.

The cockroach folk speak their own clicking tongue that other peoples find difficult to master.



Armed and Dangerous

One inheritor in six carries a rifle with 6 rounds. These creatures tend to hang back and pick off targets from a distance. Add the following to such creatures.

ATTACK OPTIONS

Rifle (ranged 200) +4 against Agility (3d6)

Spirits

The Cataclysm claimed so many lives that neither the Underworld nor Hell could accept all the souls of the dead. Thus many were left to roam the world as spirits, tormented by their fates and the living things surrounding them. Some managed to slip free from the netherworlds, while others are called forth by dark magic. Most spirits linger in places that have witnessed great slaughters; cities, congested highways, and battlefields are areas most likely to harbor the disembodied dead.

If you aren't using the Underworld or Hell, spirits could instead be vestiges of formerly living people, echoes of lives lost imprinted on reality. They could also be entities freed from the Void, the remnants of destroyed demons, or souls loosed from other annihilated realities.

INHERITOR — DIFFICULTY 10

Size 1 inheritor

Perception 12 (+2); darksight
Defense 15; **Health** 22
Strength 12 (+2), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 8 (–2)
Speed 10; climber

ATTACK OPTIONS

Bite (melee) +4 (1d3 plus Poison)
Spear (melee or short) +4 (1d6)
Poison A living creature must get a success on a Strength challenge roll with 1 boon or become poisoned for 1 minute. While poisoned in this way, whenever the creature takes damage, it takes 1 extra damage. If the creature was already poisoned in this way, it takes 1d6 extra damage instead.

SPECIAL ACTIONS

Squirt Pheromones When the inheritor dies, it releases a spray of pheromones whose effect lasts for 1d3 days. Each inheritor within 1 yard of the spot where this creature died makes attack rolls and challenge rolls with 1 boon.

END OF THE ROUND

Swift Escape The inheritor moves up to half its Speed.

Unseen

A strange prickling of the skin, the raising of hairs on the neck, and an inexplicable speeding of the heart are often the only clues that an unseen is near, but for the deranged and mad, these hideous intruders from another reality are visible and all too real. The unseen do not exist to the sane, being unable to interact with such creatures, but they have substance and appearance to those whose minds have begun to fracture, plunging these poor souls further into the depths of madness.

Unseen have no natural appearance but assume the form of whatever a creature fears most. One might look like a grandmotherly figure armed with a pair of rusty scissors, while another might resemble a knot of tangled phalluses. The crazier the individual, the more dangerous the unseen becomes to that creature.

Unseen do not talk. They feed on the mental upset their manifestation creates.

UNSEEN — DIFFICULTY 25

Size 1 horrifying spirit

Perception 15 (+5); truesight
Defense 14; **Health** 20
Strength —, **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10
Immune damage from cold, disease, fire, and poison; gaining Insanity; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed
Revealed by Insanity The unseen gains traits based on the Insanity total of a creature within short range.

Insanity	Trait
0	The creature cannot perceive the unseen by any means. The unseen is immune to damage and affliction from this creature.
1–3	The creature treats the unseen as heavily obscured, and its attacks deal half damage to the unseen.
4–6	The creature treats the unseen as partially obscured.
7 or more	The creature can see the unseen clearly.

Spawn Unseen A creature driven mad by gaining Insanity from an unseen takes damage equal to its Health and dies instantly. At the end of the round, a new unseen appears in its space and can act on the next available turn.

SPECIAL ATTACKS

Maddening Touch The unseen attempts to touch a target living creature it can reach. If the target has 0 Insanity, the attack results in a failure. Otherwise, the unseen makes an Agility attack roll against the target's Agility. The attack roll is made with 1 boon if the target has 7 to 9 Insanity, or 2 boons if the target has 10 Insanity or more. On a success, the target takes 1d6 damage plus 1d6 extra damage if it has 7 to 9 Insanity, or 2d6 extra damage if it has 10 Insanity or more. A target that takes this damage must also get a success on a Will challenge roll or gain 1d6 Insanity.

SPECIAL ACTIONS

Feed on Madness Whenever a creature within short range of the unseen gains 1 or more Insanity, the unseen heals 1d6 damage.

Undead

From chainbound to zombies and everything in between, undead infest the World of Fire and Blood. The sheer numbers of corpses created by the Cataclysm offered abundant subjects for dark magic to fashion hideous servants.

Characters

The Cataclysm emptied the world of many living things, but some people managed to survive the devastation and build lives for themselves in the aftermath. The following characters join those described in **chapter 10** of *Shadow,* and, as in the main rulebook, the default is human. You can assign these characters other ancestries by adding the appropriate traits.

Awakened

Rare individuals possessed of psychic powers, the awakened harness the energy in their minds to bend others to their will and manipulate objects. Some awakened occupy places of respect and prominence among savage tribes, while others live alone, driven mad by their chaotic thoughts.

AWAKENED — DIFFICULTY 5

Size 1 human

Perception 11 (+1)
Defense 10; **Health** 11; **Insanity** 1d6; **Corruption** 1d3 – 1
Strength 9 (–1), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 10
Mind to Mind An awakened can communicate with any creature within short range without speaking. The communication is two-way.

ATTACK OPTIONS

Knife (melee or short) +0 (1d3)

MAGIC

Power 1
Mind Stab (rank 1 magic, 1 use) The awakened uses an action to make an Intellect attack roll against the Will of one creature within short range. On a success, the creature gains 1d3 Insanity and becomes dazed for 1 round.
Mental Grasp (rank 1 magic, 1 use) The awakened uses an action to make a Will attack roll against the Strength of one creature within short range. On a success, the creature takes 1d6 damage and becomes immobilized for 1 round.

Biker

Many people rely on motorcycles to make their way in the World of Fire and Blood, as these vehicles are cheap and easy to maintain. You can use these characters as gang members or as fellow travelers. A biker either has a motorcycle or dirt bike.

BIKER — DIFFICULTY 5

Size 1 human

Perception 10 (+0)
Defense 13 (leather); **Health** 11; **Insanity** 1d6; **Corruption** 1d3 – 1
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Chain (melee) +1 (1d6 + 1)
Pistol (range 25) +1 against Agility (2d6)

Crazy

One common trait to most people living in the World of Fire and Blood is madness. Their minds have been shattered by the manifold horrors at large in the world and the constant hardships they face each day.

Crazies are broken in some way. They might have delusions, compromised personalities, mood swings, or some other mental defect. They tend to follow powerful figures, such as warlords, believing they will find destiny in service.

CRAZY — DIFFICULTY 10

Size 1 human

Perception 9 (–1)
Defense 13 (leather); **Health** 22; **Insanity** 1d6 + 2; **Corruption** 1d3
Strength 12 (+2), **Agility** 11 (+1), **Intellect** 9 (–1), **Will** 9 (–1)
Speed 10
Mad as Hell When a crazy makes an attack roll or a challenge roll, it can choose to make the roll with 1 boon. On a failure, the crazy gains 1 Insanity.

ATTACK OPTIONS

Machete (melee) +2 with 1 boon (1d6 + 2)
Crossbow (range 30) +2 (2d6)

Cyborg

Not all the achievements of the past have been lost. Some peoples are living examples of what technology could achieve and might one day again. Cyborgs are people who have mechanical components, usually limbs, but sometime organs too. A character scavenging for salvage from a dead cyborg discovers 1d3 – 1 electrical parts or mechanical parts.

CYBORG — DIFFICULTY 50

Size 1 human

Perception 9 (–1); darksight
Defense 15; **Health** 44; **Insanity** 1d6 + 1; **Corruption** 1d3 – 1
Strength 14 (+4), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 10
Short Circuit When a cyborg takes damage from electricity, it becomes dazed for 1 round.

ATTACK OPTIONS

Road Sign (melee) +4 with 2 boons (3d6 plus Combat Expertise)
Combat Expertise Once per round, the cyborg can deal 1d6 extra damage with an attack it makes or make another attack against a different target at any point before its turn ends.

SPECIAL ATTACKS

Crushing Grip The cyborg makes a Strength attack roll with 1 boon against the Agility of one target creature it can reach. On a success, the target takes 2d6 damage and becomes grabbed for 1 round. If the cyborg was already grabbing the target, the target automatically becomes grabbed for 1 additional round and takes 1d6 extra damage.

Driver

Drivers include anyone who knows how to operate cars, trucks, and other vehicles. They might be ordinary people making their way in the world or unhinged lunatics in the employ of cruel warlords. A driver can operate any vehicle you choose.

DRIVER — DIFFICULTY 5

Size 1 human

Perception 10 (+0)
Defense 12; **Health** 10; **Insanity** 1d6; **Corruption** 1d3 – 1
Strength 10 (+0), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10
Skilled Driver A driver makes challenge rolls to control a vehicle with 1 boon.

ATTACK OPTIONS

Tire Iron (melee) +0 (1d6)
Shotgun (range 15) +2 (2d6)

Fanatic

Religion can give people purpose, meaning, and hope. It can also offer justification for certain behaviors. Of those who follow the new religions, the fanatics are the most dangerous. Their belief is all-consuming, leading them to take insane risks and commit unspeakable acts.

FANATIC — DIFFICULTY 25

Size 1 human

Perception 9 (–1)
Defense 10; **Health** 20; **Insanity** 1d6 + 3; **Corruption** 1d3 – 1
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 9 (–1), **Will** 11 (+1)
Speed 10
Fanatical Certainty When a fanatic makes an attack roll or challenge roll, it can choose to make the roll with 1 boon. On a success, the fanatic takes half damage for 1 round. On a failure, the fanatic becomes impaired for 1 round.

ATTACK OPTIONS

Censer on Chain (melee) +2 with 1 boon (2d6 + 2)

Feral

Hardship and circumstance take their toll on many people, reducing them to little more than animals. Ferals have lost language and communicate with grunts and chirps. They are usually filthy and unkempt, covering their bodies with scraps of leather and cloth. They can be found in the wastes and green lands.

FERAL — DIFFICULTY 5

Size 1 human

Perception 8 (–2)
Defense 11; **Health** 17; **Insanity** 1d6 + 1; **Corruption** 1d3 – 1
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 8 (–2), **Will** 9 (–1)
Speed 10
Bloody Vengeance While it is injured, the feral's attacks deal 1d6 extra damage.

ATTACK OPTIONS

Spear (melee or short) +3 with 1 boon (1d6)

SPECIAL ATTACKS

Bestial Bite The feral makes a Strength attack roll against the Defense of one target creature grabbed by it or one target defenseless creature it can reach. On a success, the target takes 1d6 damage and must get a success on a Strength challenge roll or become diseased until it completes a rest.

Ganger

Many people join gangs for protection and access to scarce resources. Gangers might control a section of a ruined city or stretch of wilderness.

GANGER — DIFFICULTY 10

Size 1 human

Perception 9 (–1)
Defense 13 (leather); **Health** 16; **Insanity** 1d6; **Corruption** 1d3
Strength 12 (+2), **Agility** 11 (+1), **Intellect** 9 (–1), **Will** 9 (–1)
Speed 10

ATTACK OPTIONS

Axe or bat (melee) +2 with 1 boon (1d6 + 2)

END OF THE ROUND

Craven If the ganger can see more enemies than allies, it must get a success on a Will challenge roll or become frightened for 1 round.

Mutant

The most wretched and tormented of the survivors, mutants endure the horror of their own bodies, forced to live among other freaks and make do with whatever scraps they can find. Most mutants are debased, vicious, and strange. They have a variety of physical abnormalities, many of which are debilitating. The following mutant is a hulking brute and probably guards a small collection of lesser mutants (as **survivor** with cosmetic mutations).

MUTANT BRUTE — DIFFICULTY 50

Size 1 frightening human

Perception 8 (–2)
Defense 11; **Health** 53; **Insanity** 1d6; **Corruption** 1d3 – 1
Strength 14 (+4), **Agility** 9 (–1), **Intellect** 8 (–2), **Will** 7 (–3)
Speed 10

ATTACK OPTIONS

Maul (melee) +3 with 2 boons (4d6 plus Squash on attack roll 20+)
Squash The target creature must get a success on a Strength challenge roll with 1 bane or fall prone and be unable to stand up for 1 round.

SPECIAL ATTACKS

Sweeping Strike The mutant sweeps its weapon around its body. Up to three target creatures it chooses within its reach must make Agility challenge rolls with 1 bane. On a failure, the maul hits and the target takes 2d6 damage.

Road Pirate

These vicious predators travel the crumbling highways and prey on travelers, speeding out from hidden positions to drive victims off the road and take whatever they can. Every group of three or four road pirates should have a vehicle.

ROAD PIRATE — DIFFICULTY 5

Size 1 human

Perception 9 (–1)
Defense 12; **Health** 16; **Insanity** 1d6 + 1; **Corruption** 1d3 + 1
Strength 12 (+2), **Agility** 12 (+2), **Intellect** 9 (–1), **Will** 8 (–2)
Speed 10
Athletic A road pirate makes challenge rolls to climb and jump with 1 boon.
Too Stupid to be Afraid A road pirate makes challenge rolls to resist becoming frightened with 2 boons.

ATTACK OPTIONS

Spear (melee or short) +2 with 1 boon (1d6)

Armed and Dangerous

One nomad in four carries a submachine gun with 20 rounds.

ATTACK OPTIONS

Submachine Gun (ranged 250) +2 with 1 boon against Agility (3d6)

Survivor

Survivors include all those who make their way in the world by whatever means they can. They can be virtuous or wicked, kind or cruel, friendly or hostile, but they all do what they must to see another day.

SURVIVOR — DIFFICULTY 1

Size 1 human

Perception 10 (+0)
Defense 12 (leather); **Health** 10; **Insanity** 1d3 – 1; **Corruption** 1d3 – 2
Strength 10 (+0), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Staff (melee) +0 (1d6)

Armed and Dangerous

One survivor in six carries a rifle with 6 rounds.

ATTACK OPTIONS

Rifle (ranged 200) +0 against Agility (3d6)

Warlord

After the Cataclysm, power fell to individuals who could take what they want by wresting it from those weaker than themselves. Called warlords, these people lead gangs and mobs, setting themselves up as governors or kings. They are ambitious and vicious, and answer any threat to their authority with violence.

WARLORD — DIFFICULTY 100

Size 1 human

Perception 12 (+2)
Defense 15 (mail) **Health** 39; **Insanity** 1d6 + 1; **Corruption** 1d3 + 1
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 14 (+4)
Speed 10
Leadership Other creatures within medium range that are friendly to the warlord and can see it make their attack rolls with 1 boon.
Mob Rule When the warlord gets a success on an attack roll, until the end of the round it grants 1 additional boon to each creature affected by its Leadership trait.

ATTACK OPTIONS

Sword (melee) +4 with 2 boons (2d6 + 2)
Machine Pistol (range 35) +1 with 1 boon (3d6)

SPECIAL ATTACKS

Double Attack The warlord uses an action to attack with its sword twice or attack with its sword once and its machine pistol once. It makes each attack roll with 1 bane.

SPECIAL ACTIONS

Kill Them! The warlord can use a triggered action on its turn to choose one target creature friendly to it and that can hear it. If the target is capable of using actions, it immediately makes an attack. If the attack deals damage, it deals 1d6 extra damage.

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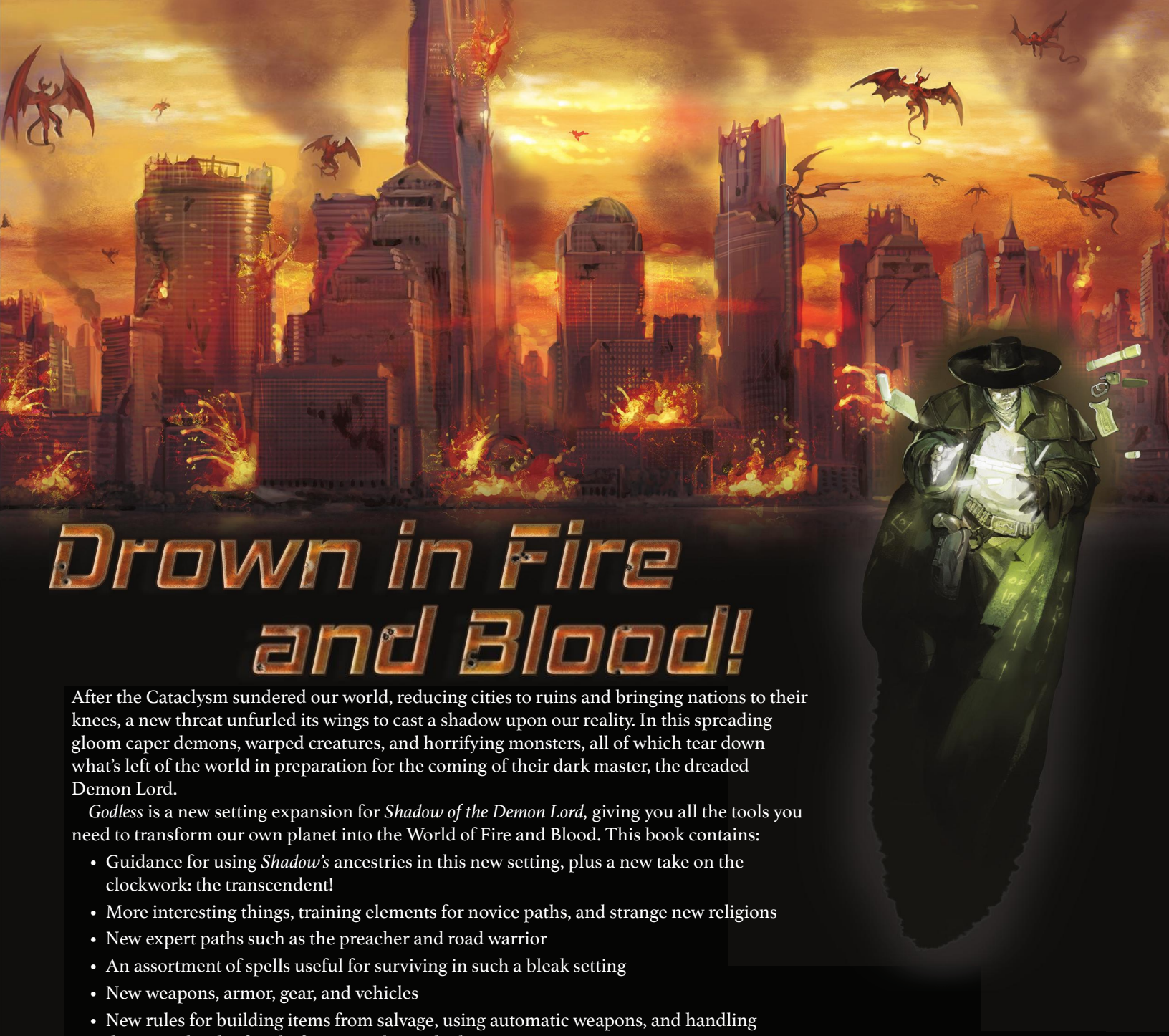
Shadow of the Demon Lord

ROBERT J. SCHWALB



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